

CU

# AMIGA

THE MAGAZINE FOR A500, A600, A1200 & CD32 OWNERS

## GB ROUTE WORTH £40!

**PLUS:** a super **ELFMANIA** demo  
and an **EXCLUSIVE LEVEL** of the  
most **EXCELLENT VALHALLA!**

**86** INCLUDED WITH THE JULY '94 ISSUE OF CU  
MAGAZINE - SOFTEN'S BEST AMIGA MAGAZINE

### GB ROUTE 1.1

The ultimate route finder  
Worth £39.95 including VAT

Highly detailed maps of  
Hampshire's Ditchley - the world's best  
tennis club

FUTNEY CLAPHAM  
HILDEON

With this exclusive new version of GB Route you can find the fastest and  
shortest route to any destination. The software programs for the GB Route  
version of the software you have, making the best use of your time.

**PLUS: TIP TOP SOUNDS FOR ALL AMIGA MUSIC PACKAGES!**

**NO DISK ATTACHED?**  
**ASK YOUR NEWSAGENT**

**87** INCLUDED WITH THE JULY '94 ISSUE OF CU  
MAGAZINE - SOFTEN'S BEST AMIGA MAGAZINE

### VALHALLA

and the Lord of Infinity

Everyone wanted it, and we've got it! An enormous battle of Valhalla Software's  
stunning new adventure with a difference - this game tells back! Forget about  
working things out on your own, you too can discuss problems with your Amiga!

CALL AMIGA  
LITHIUM

**NO DISK ATTACHED?**  
**ASK YOUR NEWSAGENT**

JULY £3.95

ISSN 0957-9555 CASH B6 0M00

PTA 595 L13600 AGCH 170

AN EMAP PUBLICATION

## DANGER! UPGRADE ALERT

THE ESSENTIAL EXPANSION GUIDE  
FOR ALL AMIGAS - DON'T BUY  
UNTIL YOU READ THIS! INCLUDES:

- RAM BOARDS
- HARD DRIVES
- ACCELERATORS
- CHIP UPGRADES

SCREENSCENE; VALHALLA • ELFMANIA • BENEFACTOR  
● BUMP 'N' BURN • PLUS: 3 SUPER COMPETITIONS!  
GET SERIOUS: HISOFT BASIC • WORDWORTH  
DEBUGGED • VIDEO CREATOR • DPS PAR CARD  
WORKSHOP: VIDEO TRACKER • BRILLIANCE/DPAINT





# THE GOOD

*This is it, the one,*

the **only** official

World Cup game and

the **only** one good

enough to carry the



official license.



# THE ONLY ONE GOOD ENOUGH

to be  
awarded the  
official license

Passion, guts, outstanding moves, and breath-taking skills,  
all hallmarks of the most famous football tournament in the World,  
all ingredients of the **GREATEST** football game ever -  
U.S. Gold's *World Cup USA '94*™.

World Cup USA '94 is not a kick about in the park,  
it's the greatest test of football skill, strategy and tactics  
ever devised. Hard to believe? Play the game  
and prove it to yourself! *This is a game for Winners!*



MEGA-CD
MEGA DRIVE
MASTER SYSTEM
GAME GEAR
SUPER NINTENDO
GAME BOY
AMIGA
IBM PC
CD-ROM



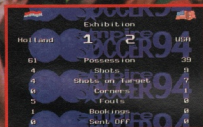
It's out on **June 3rd** and it's the **only**  
**one good enough to be called**

# WorldCupUSA94™

© 1994 WC94 / ISL

©1991 WC '94 / ISL. ©1992 WC '94 / ISL. ©1994 U.S. Gold Ltd. All rights reserved. Official Licensee U.S. Gold Ltd., Units 2/3 Holland Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366. U.S. Gold is a registered trademark of U.S. Gold Ltd. 'SEGA' 'MEGA DRIVE' 'MEGA-CD', 'GAME GEAR' and 'MASTER SYSTEM' are trademarks of SEGA Enterprises Ltd.. ©1994 SEGA Enterprises Ltd. Nintendo® Super Nintendo Entertainment System™, GAME BOY™, and the Nintendo Product Seals are trademarks of Nintendo. Screenshots are from various formats and are illustrative of gameplay and not the screen graphics which may vary considerably between formats.





# empire SOCCER



**empire**  
SOFTWARE

# STANDS OUT FROM

EMPIRE SOCCER 94, THE CHIEFS, 677 HIGH ROAD

# Empire SOCCER 94

## THE SUPREME FOOTBALL CHALLENGE

Empire have teamed up with leading developer Graftgold, the masters of arcade excitement to create a total NEW soccer sensation!

### MATCH THIS!

Speed burst  
Power Drive - Snap shot  
Banana shot  
Super dribble - Super barge

Overhead kicks	Free kicks
Sliding tackles	Throw-ins
Back heels	Special long throw
Headers - Diving headers	Corners
Passing	Sendings off
One/two passing	Penalties
Keeper drop kicks	Bookings
Trap the ball	Substitutions

Action replays with special video control mode

Fully variable skill levels

Novice modes - Professional modes

Atmospheric crowd effects

Superb graphics

Leagues

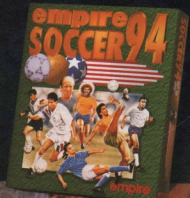
Training - Exhibition

World cup Tournament and customised tournaments

8 player competition - 32 teams

Results + full game statistics

**IF YOU ONLY EVER BUY  
ONE SOCCER GAME,  
BUY THE BEST!**



# FROM THE CROWD!







# COVERDISK 86

This month's coverdisk may contain some answers for today's hassled road users – it's a new and fully featured version of the popular Amiga route finder **GB Route!** There's also a brilliant demo of the superb **Eifmania!**



## 1 GB ROUTE 1.1

GBRoute is a remarkably simple, and very clever program. If you want to know the route between two towns or cities anywhere in the UK mainland all you have to do is enter the start and destination points and GBRoute will show you the quickest route. Further information can be entered too, allowing you to specify three stop off points on your journey or places you would like to visit.

### FEATURES

- Over twelve million possible routes
- Departure time facility, arrival time calculated
- Defines miles per gallon
- Shortest/fastest route calculation
- Minimum character input for place name recognition
- Motorway junctions included
- Plus option for average Motorway and A Road speeds
- 10 levels of zoom to x512 (1 mile) for maps
- Specifies up to three stop off points
- Save preferences
- Mouse zoom on maps

Therefore, if you live in Birmingham and wanted to visit CU AMIGA in London, and were going to stop off for tea with Commodore in Maidenhead you would enter start, destination and via towns and GBRoute would tell you to go via Alcock Green, Adderbury, Shipton-on-Cherwell, Kidlington, Wolvercote, Hendington, on to the M40 at Junction 6, leaving at Junction 4 for Marlow, then to Cookham Dean and finally to Maidenhead to drop in on Commodore and see David Pleasance. On leaving Commodore you travel from Maidenhead to Burnham via the A4, on to the M4 at Junction 5 to get to the M25 at Junction 15, from the M25 you can drop into London to visit CU AMIGA. So there you have it, this information, along with facts like the entire journey is a distance of 122 miles and will take you 2.27 hours (excluding tea with David and traffic conditions permitting – you can adjust the speed of

both) is calculated in seconds and displayed on screen!

### GUIDED TOUR

To use GBRoute, load the program, (see the loading instructions in on page 15). You will now see a main screen containing a map in the middle of the screen and a control window down the left hand side of the screen. A menu can also be found along the top of the screen. The control window will display various details about the route chosen. Towards the top of this control window is a small map of the UK telling you the current magnification level – this sets how much detail can be seen on the main map. In the lowest magnification level the entire UK mainland can be seen on the main map, so no indication square will be shown. Increases in magnification will reveal a small box on this map, showing which part of the UK the main map window covers.

In the middle of the control window are two boxes showing the SHORTEST and FASTEST routes. In these boxes you'll find information such as distance, time, cost and arrival times. Underneath these two boxes are six gadgets that allow you to move around the main map and zoom in or out to change the magnification level.

Moving the mouse to the top of the screen and pressing the mouse button will reveal a menu. From here you specify the journey details, toggle between different modes and print out the routes.

### GET GOING!

To try out a journey select the 'NEW' option under the 'ROUTE' menu. This presents you with a requester asking you for journey details. Although this requester looks confusing it's really fairly simple. First, type in where you wish to start from, ie Birmingham, and press return. The cursor will now move to the next field asking you for a destination, so type in London. For now we'll cancel our lunchtime



appointment for tea with David at Commodore, so no further information is needed. Click on the button marked 'GO'. The program will now

calculate the journey details, this should only take a few seconds (depending upon which Amiga you have). Once it's finished calculating,

the central map will now change to show the route. The roads for the route are shown in bright red, whilst other roads are in dark red. By clicking on the PLUS and MINUS symbols in the control panel you can zoom in on the route and show it in detail. As you click on the PLUS icons notice how the square on the small map changes. You will also notice that as you zoom in the amount of the route shown in the central map reduces, giving way to more accurate, close up details of the route in question. Using the arrow icons at the bottom right of the

### KEYBOARD SHORTCUTS

Once you understand how GBRoute works you'll find that it's a very powerful program. But more experienced users may find constantly selecting menu options a bit tedious. For this reason a number of key-board shortcuts have been built in, these allow you to access the various features by pressing key combinations instead of using the mouse.

These keyboard shortcuts being:

- Right Amiga + X ... Clears text from an input window
- Right Amiga + ? ... The ABOUT requester
- Right Amiga + P ... Prints the current route
- Right Amiga + M ... Toggles MAP and Route mode
- Right Amiga + O ... Exit GBRoute
- Right Amiga + N ... Enter a new route
- Right Amiga + S ... Select the shortest route
- Right Amiga + F ... Select the fastest route
- Right Amiga + D ... Opens the Display Window
- Right Amiga + E ... Save preferences
- Right Amiga + R ... Toggles non-route roads on or off

screen you can move around the UK following the route in question.

To print this out move the mouse pointer to the menu bar and select 'PRINT MAP' from the first menu, the map can be printed in colour or black or white depending upon your printer type. Alternatively, if you want a textual description of the route, select the 'DISPLAY' option under the 'ROUTE' menu. A window now opens revealing which roads to take

etc. If you wish to print this out click on the 'PRINT ROUTE' menu choice.

## OFF TO COMMODORE!

But wait, David Pleasance at Commodore is still waiting on our visit. The NEW route requester should still be open, if not simply click on NEW under the 'ROUTE' menu, and with the mouse, click in the text

field marked 'VIA #1.' and enter Maidenhead then select 'GO'. The program will pause for a moment whilst it calculates the new journey and then redisplay the route.

Using this technique you can enter start and end locations for your journey, the program recognises all major cities and most small towns. And that in a nut shell is GBRoute. Other functions you can experiment with are variables affecting how long the journey will take, cost and the arrival time. These variables are displayed in the CONTROL window.

To change these you can enter a departure time, the cost per mile, your car costs, and average speeds for Motorway and A roads – the program doesn't cater for the M25 as it can't handle negative speeds! All of these being entered in text fields in the 'NEW' requester.

Other possible variations include showing roads surrounding your journey route (click on the 'ROADS OFF' menu command to turn them off, and then 'ROADS ON' to get them back again) and showing just the route taken or other local information as well (again, clicking on one menu option toggles between the two options, these are found on the menu under 'MAP MODE' or 'ROUTE MODE').

The last option is 'SAVE PREFS' which surprise, surprise, saves your

## UPGRADES

GBRoute was the first commercial United Kingdom route planner for the Amiga, we have given you the latest version. A more powerful version is also available called GBRoute Plus, for details of this and how to upgrade see the advertisement from Complex Computers in this issue of CU AMIGA. Alternatively contact Complex Computers on 0706 224531.

preferences. The preferences saved being Average Motorway and 'A' Road Speed, Departure time and Cost per Mile in pence.

GBRoute is a simple and powerful program. Go forth and drive.

## SOUND SAMPLES

2 Yet more top quality sound samples have been ushered onto the disk this month. There's even a nice mellow summer cruising tune too, courtesy of our resident noise-maker Tony Horgan. You'll need OctaMED to load and play the tune (see page 15 for details). To get the full effect of the massive bass on the track, connect your Amiga to a good hi-fi, hang the speakers out of the window, get the barbie out, invite a few friends round, crack open the beers, put your feet up... You can use the samples with pretty much any other music program.

## SHORT CUTS

To save you time GBRoute has an automatic input system. With this all you need to do is enter the first few characters of a location name and GBRoute will fill in the rest for you. To try it out, follow the tutorial given here, but instead of entering all of the word 'Birmingham', enter just 'Birm' and press return.



GBRoute recognises that you actually mean Birmingham and adds the extra characters for you. It can only do this if you enter enough of the characters of a place name to distinguish between other similarly spelled locations – as long as you enter enough letters it will find the correct name. If not, simply re-enter the correct location.

## 3 ELFMANIA

This is a game that almost every Amiga owner has been getting hot under the collar over for some months now, and finally it's ready to be unleashed. Elfmania is the best looking Amiga beat 'em up ever, and CU AMIGA in conjunction with Renegade are proud to be able to bring you the first ever playable demo of Terramarque's stunning debut. One of two player, you can take on the furry boots of Janika against the might of, er, Janika with her furry boots. In this timed bout of all out combat you have to use every move at your disposal to drop your opponent as quickly as possible.

There are a couple of things to watch out for in the demo. The first are the coins and other treasures that fall whenever you hit your opponent. These need to be punched or kicked to be collected. Kicking them across the screen also turns them into weapons. Remember that your opponent will also be trying to do the same thing, so you'll need to be fast.

The other thing you'll want to look out for are the special moves. Unlike most recent beat 'em ups, these are quite simple to perform, but as always will take a little while to master. Each character only has one special move, and they are all performed in the

same way. To do a special move, start a combat move, and then halfway through start waggling the joystick furiously. If done correctly, Janika will race across the screen performing a spinning kick which should devastate the other Janika! Hopefully Have fun!



## JOYSTICK CONTROLS

### CHARACTER FACING RIGHT

#### Without fire:

Up: Jump  
Down: Crouch  
Right: Walk forward  
Left: Walk backward

#### With fire button pressed:

Up: Jump  
Down: Block  
Up Right: High punch  
Right: Punch

Down Right: Low Punch  
Up Left: High kick  
Left: Mid kick  
Down Left: Low kick



**WING COMMANDER MEGATRAVELLER & ELITE**

**CIVILISATION AGA SPACE LEGENDS**

19.99 9.99

**SPEEDBALL 2**

6.99 23.49

**SKID MARKS**

17.49

**Special Reserve**

The Discount Club

**BEST DEALS ON AGA A1200**

16,000 INCLUDES  
MOUSE, 128K RAM, 10MB RAM  
2.5MB RAM EXPANDABLE TO 10MB  
2.5MB RAM EXPANDABLE TO 10MB  
NEW AGA GRAPHICS CHIP SET  
256,000 COLOURS FROM 16.7 MILLION  
4 CHANNEL STEREO CD ROM DRIVE  
BUILT IN FLOPPY DISK DRIVE  
BUILT IN INTERNAL HARD DRIVE INTERFACE (IDE)  
1 YEAR IN-HOUSE SERVICE WARRANTY

**AGA A1200 30 DEKTOP DYNAMITE**

WITH IN-COMING 1.2 AGA DESKTOP  
INTEGRATED 128K RAM, 10MB RAM  
MANAGER, USCAR AND DENNIS

398.00

**AGA A1200 30 DEKTOP DYNAMITE**

WITH IN-COMING 1.2 AGA DESKTOP  
INTEGRATED 128K RAM, 10MB RAM  
MANAGER, USCAR AND DENNIS

398.00

**MEMORY**

16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00

**JOIN now from just £4.00**

**Read Special Reserve Magazine**

18 PAGE COLOUR club magazine sent bi-monthly to members only. The latest Reviews, Charts & Release Schedule

**CHOOSE from our Huge Selection**

Books, CDs, Cartridges, Utilities, Education, Home Office, New Technology and Hardware, 18 Page colour catalogue

**BUY at Best Possible Prices**

Just one purchase from Special Reserve will normally save you the cost of joining. Top discounts on all products

**SAVE with our Special Deals**

Always hundreds of Special Reserves Offer. Top games at prices you'll believe and hardware at amazing reductions

**SAVE more with our X5 Coupons**

Money-off coupons worth over £180 a year on top games. You'll find them on the back page of each club magazine.

**AND ENTER our FREE competitions**

Six reasons you over 200,000 people have joined Special Reserve, the biggest games club in the World!

We only supply members to whom you can refer as you join. Just send in the form below or phone. There is no obligation to buy.

**AGA A1200 30 COMBAT INNOVATIONS**

WITH IN-COMING 1.2 AGA DESKTOP  
PUBLISHER, PERSONAL PART IV AGA, PART  
MANAGER, JAY BY DAY, TOTAL CARRIAGE  
BRAIN THE LION AND ZOO 2

398.00

**AGA A1200 30 COMBAT INNOVATIONS**

WITH IN-COMING 1.2 AGA DESKTOP  
PUBLISHER, PERSONAL PART IV AGA, PART  
MANAGER, JAY BY DAY, TOTAL CARRIAGE  
BRAIN THE LION AND ZOO 2

398.00

**LEADS**

ANTI-SURGE 1 WAY  
MULTI-INPUT 12 CHANNEL  
ELECTRONIC SURGE  
25.00

**ANTI-SURGE PLUS**

16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00

**729 600204**

OPEN to 8pm DAILY or by Fax on: 0279 725842

**CLUB NEWS**

CHAMPION - 43 Broomfield Rd  
just around the corner from the bus station  
SAWBRIDGEWORTH - The Mailings  
200 yards from the train station

**AGA A1200 30 COMBAT INNOVATIONS**

WITH IN-COMING 1.2 AGA DESKTOP  
PUBLISHER, PERSONAL PART IV AGA, PART  
MANAGER, JAY BY DAY, TOTAL CARRIAGE  
BRAIN THE LION AND ZOO 2

398.00

**AGA A1200 30 COMBAT INNOVATIONS**

WITH IN-COMING 1.2 AGA DESKTOP  
PUBLISHER, PERSONAL PART IV AGA, PART  
MANAGER, JAY BY DAY, TOTAL CARRIAGE  
BRAIN THE LION AND ZOO 2

398.00

**COMPUTER CARE**

16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00

**ATARI JAGGED 48-BIT CONSOLE**

WITH JOYPAD AND CYBERBATTLE GAME  
FIRST SERVED BY THE CLUB

229.99

**AGA A1200 30 COMBAT INNOVATIONS**

WITH IN-COMING 1.2 AGA DESKTOP  
PUBLISHER, PERSONAL PART IV AGA, PART  
MANAGER, JAY BY DAY, TOTAL CARRIAGE  
BRAIN THE LION AND ZOO 2

398.00

**AGA A1200 30 COMBAT INNOVATIONS**

WITH IN-COMING 1.2 AGA DESKTOP  
PUBLISHER, PERSONAL PART IV AGA, PART  
MANAGER, JAY BY DAY, TOTAL CARRIAGE  
BRAIN THE LION AND ZOO 2

398.00

**CONTROL CENTRES**

16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00  
16K RAM NO CLOCK FOR 4000 OR AGA... 17.00

**MEMBERSHIP FEES**

MEMBERSHIP FEES	6 MONTH	ONE YEAR	TWO YEARS
UK MEMBERS	4.00	7.00	14.00
OVERSEAS UK MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	10.00	22.00

All prices include VAT and postage to UK members. (Base of order form for overseas subscriptions). The main business address only (PLEASE PRINT IN BLOCK CAPITALS)

LAMA

**AGA A1200 30 COMBAT INNOVATIONS**

WITH IN-COMING 1.2 AGA DESKTOP  
PUBLISHER, PERSONAL PART IV AGA, PART  
MANAGER, JAY BY DAY, TOTAL CARRIAGE  
BRAIN THE LION AND ZOO 2

398.00

**AGA A1200 30 COMBAT INNOVATIONS**

WITH IN-COMING 1.2 AGA DESKTOP  
PUBLISHER, PERSONAL PART IV AGA, PART  
MANAGER, JAY BY DAY, TOTAL CARRIAGE  
BRAIN THE LION AND ZOO 2

398.00

**DISK DRIVES**

EXTERNAL 3.5" DISK DRIVE FOR ANY  
PC OR AGA... 52.99  
INTERNAL 3.5" DISK DRIVE FOR ANY  
PC OR AGA... 52.99  
EXTERNAL 3.5" DISK DRIVE FOR ANY  
PC OR AGA... 52.99  
INTERNAL 3.5" DISK DRIVE FOR ANY  
PC OR AGA... 52.99

**ALL PRICES INCLUDE UK POSTAGE & VAT**

Check P.O. Address: Mastercard/Switch Visa (Switch Issue No.)

Card expiry date: \_\_\_\_\_ Signature: \_\_\_\_\_

**SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World)

Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK members only. Overseas orders must be paid by credit card.

We are not members of the British Computer Society. We are not members of the British Computer Society. We are not members of the British Computer Society.



# COVERDISK 87

## VALHALLA

### THE LORD OF INFINITY

Just look what we have for you this month – a complete demo of the most excellent *Valhalla* and we've even included a complete solution to the demo too.



If you've seen all the previews and reviews scattered around in the Amiga press, you should already be quite excited at the prospect of the world's first talking Amiga adventure. If you've read our glowing review on page 68, you should be shaking at the knees, banging on the door of your local computer store and demanding that they sell you a copy and you haven't even seen it yet!

Well have no fear. CU AMIGA is here. The game isn't actually released until the first week of July, and rather than have you waiting all that time, we've fought off the opposition and got our hands on the first exclusive playable demo of the game – and what a massive demo this is!

It's about one quarter of the first level of the real game, and will take you a good half an hour to work through (once you actually know what you're doing).

To load the game follow the instructions on page 15: once you've got the game up and running, press fire to get into the game itself. The top row of boxes on the screen are your inventory, although at the moment they are empty. Pull down on the joystick until you are standing in front of the gold key – not on top of it, and then press the fire button. Five icons appear at the bottom of the screen, which are, from left to right, Look, Pick Up/Drop, Operate, Return To Game and Load/Save. Using left and right on the joystick, highlight the Pick Up icon and then press fire. The key will disappear from the floor,

reappear in the inventory at the top of the screen, and then the Prince will look up and tell you he has it.

To drop the key, press the fire button to bring up the control icons again, and this time push up on the joystick to move the highlight to the top row. When the key is highlighted, press fire and the cursor returns to the bottom row again. Select the Pick Up icon again, and the key returns to the floor.

So you've had your lesson in picking things up and putting them down again. You now need to know how to use things. Pick up the key again and walk to the right until you reach an

altar. Press the fire button to bring up the control icons again, and then push up to highlight the Gold Key. Press the fire button, and then push the joystick right to highlight the 'Operate' icon and then press fire again. As you are using a key, the Prince will try to insert the key into the altar, which obviously won't work, and he'll tell you that it doesn't fit.

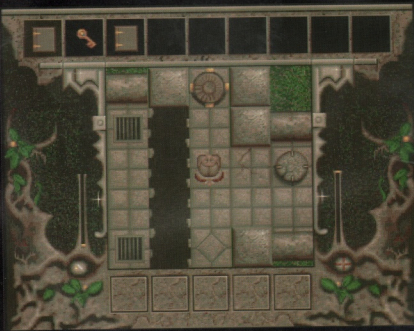
That is all you need to know to play the demo! On the instruction page opposite you'll find the full solution to the demo, but if you don't want your fun spoiled, then here are a few clues to help you on your way:

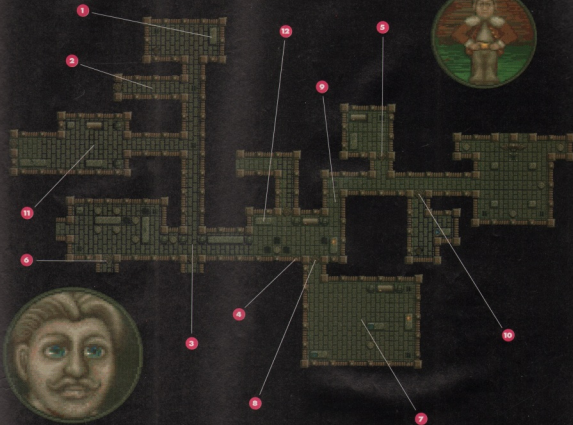
#### CLUES

- Look for holes in the paving stones. Operating these can uncover certain objects.

- Examine everything you find. If it isn't important, he'll tell you he can't see anything. If he can see it, it might still be a red herring...
- Large keys open doors. Small keys open chests.

**WARNING:** Do not read the following page unless you are stuck, keep falling through holes or are the sort of person who must, at all possible costs have a solution to finish an adventure game.





## VALHALLA - THE SOLUTION

So you've heeded our warning, stomped all over the place and still can't figure out where to go or what to do. What you need is the complete solution to the demo, and here it is, along with a full map of the level.

The first thing you need to do is pick up the book from the altar (1) and read it. Drop the book on the floor and collect the key and the map under the floor tile. Leave the room and head south to the corridor with the coin in it (2). Collect the coin, and head south again until you reach the crossroads (3). Now head to the right until you reach the switch on the wall (4). Head north up the corridor until you reach room (6), and use the key to open the door. Enter the room and collect the second key from the drain in the north corner, and return to the crossroads (3), and this time go to the left. Pass all the stools and walk up to the large door in the south wall. Use your key on it, and then enter room (7). In the bottom right corner you'll find a map for room (8) under a

broken flagstone. Take this, and go to the switch (9). Pull the switch and enter the room.

This next room is a little tricky, as it is completely full of pit traps. Refer to the map you picked up in room (7) for how to get through the room. Head for the centre, collect the small key and then pull the lever at the bottom. That loud creak means that a door has opened. Now work your way back out, and head north up the corridor (10). When you reach the opening in south wall leading into room (11), enter the room.

At the bottom of this room is a stick. Collect it, and then operate the hole in the floor underneath it. Collect the ring you find there, and then examine the well. When you discover it is a wishing well, drop the coin into the water.

After a moment's pause the coin will disappear and be replaced with a large gem. This is completely useless in this demo, but vital in the full game. Now walk all the way back through

the level to the very first room.

Examine the altar, which you'll find is the identity stone. Drop your father's ring on it to transform it into a proclamation telling the world who you are. Now leave the room with the proclamation and enter room (12). The map you found in the first room will show you how to reach the altar of Justice on the left hand side.

Drop the proclamation on the stone

and it will turn into a set of scales. Go to the crossroads (3) and head right to the skull (13). Examine it, and it will ask you what your quest is. You want justice, so drop the scales on the stone next to the skull. They will disappear, opening a door, and you can now walk along the corridor to the end of the demo! This is only a small part of the first level, but you have to admit, it's huge! **CU**



# ELEMANIA

エルファミニア

"Trousers-wettingly fantastic... This is the closest an Amiga owner is going to get to owning a high-spec arcade machine" - The O



FOR ALL AMIGAS (1 meg of memory required) **£25.99**  
Renegade, C1 Metropolitan Wharf, Wapping Wall, London E1 9SS



**TERRAMARQUE**  
The Promise Fulfilled

# HOW TO LOAD YOUR CU AMIGA COVERDISKS



## HOW TO LOAD COVERDISK 86

Follow these simple instructions and you'll be mapping your way around the UK in the blink of an eye!

### 1. WRITE PROTECT YOUR DISK!

Make sure the tab on the coverdisk is set to the open position before you do anything!

### 2. BACKUP YOUR DISK!

As important, if not more, than write protecting your disk, is backing it up. If you don't know how to do this follow the instructions in the Amiga handbook.

3. Switch on your machine, and insert the CU86 disk. Wait for Workbench to load and double click on the icon for this disk.

4. A Window will appear, containing two disk-like icons. One for Eufania and one for GBRoute. Double click on the icon for GBRoute. This will load the program; it may take a little while.

5. Experiment and enjoy using GBRoute. To learn how to use this program simply follow the instructions on page 8.

6. Eufania: To load Eufania, double click on the Eufania icon and before you can say 'CU AMIGA is

## DISK VIRUSES

We try to ensure that all our coverdisks are completely free of viruses. We always have the most advanced virus checkers available when the disk is compiled and every program goes through rigorous testing on all relevant Amigas. However, we can not accept any responsibility for possible damage incurred by viruses or faulty disks which have escaped our attention.

great the game will be running.

7. To use the sound samples, you'll need to load them into OctaMED or a similar tracker. Due to shortage of space on the disk, you can only play the tune from within OctaMED. To load the tune from within OctaMED, click on FILES, and put the coverdisk into the internal drive. Click on DFO: from the list on the right, then click on the Samples directory. Click the file named JulyTune, and click the LOAD SONG button. OctaMED 5 users will have to manually load the samples in after the tune.



## HOW TO LOAD COVERDISK 87

This could not be simpler, even if we really tried. To load your fabulous Valhalla And The Lord Of Infinity demo, all you need to do is follow these three easy steps:

1) Switch off your machine for at

least thirty seconds to stop the spread of viruses.

2) Insert your Coverdisk 87 in the internal drive of your machine.  
3) Switch on the machine. After a few seconds of clicking and popping, the demo will load, and you can play away to your heart's content.

## IF YOUR DISK WONT LOAD

If your coverdisk doesn't seem to work as it should, then follow this simple guide.

Firstly, remove all unnecessary peripherals, such as printers, modems etc. Follow the instructions on these pages to the letter, and if, after that, you find that the disk still doesn't work, call the DiskKress helpline on: 0451 861131 between the hours of 3pm and 5pm from Monday to Friday.

If they advise you that the disk is faulty, fill in your details in the form below, and send this form, along with the disk and a 28p stamped self-addressed envelope to the following address:

CU AMIGA DISK RETURNS, DISKXPRESS, UNIT 3, OLD COALYARD FARM, NORTHLEACH, GLOUCESTERSHIRE GL54 3EP.

NAME .....  
ADDRESS .....  
TYPE OF AMIGA OWNED .....  
DISK NUMBER .....  
DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK .....

# CONTROL YOUR OWN DESTINY

"Play it for an hour and you might as well kiss goodbye to a year."

**CU AMIGA-91%**

"A mixture of think-em-up and wanton destruction...think Sim City and now put it in space."

**GAMESMASTER-84%**

"Gremlin can be proud that they have produced yet another quality game."

**AMIGA ACTION-86%**

"I love this game"

**AMIGA POWER-83%**

GREMLIN PRESENTS

# K240

DEEP SPACE • DEEP STRATEGY • DEEP TROUBLE

"Not since Dune 2 have we been treated to such a great strategy game, designed in the mould of Populous but taking the whole idea beyond the stars and er, into asteroids."

**THE ONE-90%**

"A very addictive space exploration game which gets so involved you'll want to hire someone else to play it for you."

**AMIGA FORMAT-84%**

"Gremlin's space strategy game will have you playing into the wee small hours and I heartily recommend it."

**AMIGA COMPUTING**

(Silver award)

## THE YEAR IS 2380...

The population explosion of the 21st century has forced man to expand his borders and colonise the outer worlds.

By mining and selling huge quantities of ore you can gather an unimaginable amount of wealth, however, you are not alone. Six known species of alien are currently making their way to Sector K240, all preparing to stake their claim to the riches therein. If you are to survive, you must not only be a shrewd businessman, but command an army and control fleets of battleships to defend your territory.

- 6 different alien life-forms
- 8 different types of space crafts
- 16 different types of ships weapons and shields
- Over 40 different styles of buildings to manipulate
- 10 missile types
- Up to 24 different asteroids to discover in each sector
- Highly intelligent enemy colony policies and attack strategies
- Fully definable asteroid field interface
- Sophisticated digitised speech and atmospheric sound effects
- User configurable, icon-driven interface
- Hard disk installable

**AVAILABLE NOW £29.99**



CU

## NEWS

## COMMODORE, THE FIGHT GOES ON!



Commodore continues to fight on, despite continuing rumours of the opposite. As we went to press Commodore were fully operational and news about a probable joint venture arrangement was coming up.

Andrew Farrell of the Australian Amiga Review told CU AMIGA that: "Samsung Electronics in Australia has confirmed rumours that the company is currently negotiating with

Commodore International for a possible buy out".

It is known that the Korean company met with Commodore at their old head office in Westchester, USA, in early May and further talks were held in Frankfurt, Germany. Andrew continued: "Negotiating teams from both sides inspected the Philippines factory and toured the UK operation". Apparently a few niggles remain unresolved but an announce-

The sun sets over Commodore as we know it. Will it rise in the east? That's where the big money is.

ment will be made shortly (maybe by the time you have read this).

Samsung is a multinational consumer electronics giant based in Korea, with divisions handling brown goods (TVs, CD players, laser disc players, stereos etc), white goods (microwaves etc) and computer goods.

Samsung are the world's largest manufacturer of monitors, making them for both their own brand and other manufacturers, they also produce mem-

ory chips (being the world's largest manufacturer of dynamic random access memory), laptop and desktop PCs, hard drives, dot matrix, laser printers and colour video printers. Recently they have also tied up with 3DO and will be producing the system, they are also in the process of unveiling a computer CD-ROM drive of their own.

If Samsung are the mystery partner the future of the Amiga would be secured and couldn't be in much safer hands. Samsung have the world's highest possible credit rating (single A-rating from Standard & Poor Co), and are aiming to hit a turnover of some US\$14 billion (yes billion) in 1996. Needless to say it is in the running to be one of the world's top five electronics companies in the next century! They are also widely recognised as Korea's best blue chip company. Partnerships include General Electric, Hewlett-Packard, Motorola and Texas Instruments – so Commodore would be up there with some of the world's best hi-tech companies!

Any of the Far Eastern concerns supposedly interested could also significantly reduce Commodore's production costs. All of the firms mentioned have vast manufacturing capabilities of their own, and would without doubt be able to produce the components needed for the A1200 and CD32 for a lower cost than Commodore currently can. This in turn should, in the long run, lead to lower prices for Commodore hardware – although it would be a quite a long time before these cuts

## AND OUR TECH ED SAYS

In the last few days I've tuned my radar, aimed my pointy ears and plugged myself into every electronic mail system I can find. Having read through more documents, conversations and Email than I care to think of I've come up with the following. This is my feeling and what I would like to see happen.

Firstly, Samsung link up with several of the strongest Commodore subsidiary organisations (Commodore UK, Commodore Germany and Commodore Denmark) and form a new Samsung-Commodore company, this, given the Amiga's strong European sales would be based in Europe (Germany, ideally Frankfurt).

Secondly, Amiga's start rolling off production lines, with Commodore UK, Germany and Denmark handling product in their respective markets whilst Samsung sets up distribution arrangements around the rest of the world. Samsung would setup new distribution points in other markets such as the Pacific (Australia etc).

As part of this arrangement Samsung would make a considerable investment, and take ownership of a new parent company. I would hazard a guess that Samsung would own between 50 and 70 percent of this new company.

I would also guess that the remaining R&D guys at Commodore would start working lots of overtime, and we'd hopefully see a big A Amiga out by Christmas (don't wait for it!!!)

I'd also guess that the new company would have a real go at establishing the Amiga line in America, with a multi-million dollar release. Of course none of this may happen. It is, however, what I'd like to see happening. In the meantime, grin your teeth and don't fret!

would reach the UK buyer!

Even if a rumoured investor deal doesn't come about, support will continue. American developers are actually gearing up for increased R&D and product releases in future. NewTek is to release the acclaimed LightWave 3D software in the UK, another big American company. DevWare, has told CU AMIGA they are now considering moving in to the UK market, whilst GVP are known to be working on several new Amiga peripherals. Even without an investor the immediate future looks good, but if someone like Samsung took up the challenge...

## SUGGEST AND WIN!

Who do you think should buy Commodore and why? Send your suggestions to CU AMIGA and you could win a joystick.

The three best suggestions, as chosen by the editorial team on CU AMIGA, will each receive a free joystick and have their entries published next month.

Send your suggestions to 'COMMODORE FOREVER', CU AMIGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Just which European countries does Commodore have a base in? A surprising number! There are in fact seven different countries with over ten offices and manufacturing plants dotted around. And, well, hang me if they're not all on the map below in red.



## LET'S COMMUNICATE



Eureka have developed the peripheral that every CD32 owning Amiga user will want, it should also prove massively popular in the presentation market.

The Communicator is a plug in device for the CD32 that allows easy connection to a normal Amiga via the serial port, allowing simple file transfer. File transfers between the CD32 and Amiga uses a graphical interface showing the files moving between the two systems. Problems with previous CD32/Amiga transfer systems, ie baud rates and wrong connections, are all taken care of for you – all you now have to do is just select the files.

But it doesn't stop there. In addition, the Communicator gives you full control of the CD32 hardware from your Amiga, letting you see pictures, play sound files, watch animations and control Full Motion Video titles held on CD discs. Even better, custom Scale Multimedia drivers are provided allowing you to take advantage of this control for advanced presentations. You can, for instance, have an FMV background within a Scale presentation, with animations and sound also taken from the CD! It is perhaps the ultimate tool for presentation authors!

Frank Hoen, General Manager of Eureka told CU Amiga: "The Communicator gives CD32 and Amiga owners everything they could want, complete with a packed CD disc".

The Communicator will retail for £125, whilst a cut down version (called Communicator Lite - no keyboard or MIDI interface) will retail for £74. CU AMIGA hopes to have a full review of the Communicator next month, putting it through its paces as soon as we get it through customs.

## NEWTEK STAND



American Amiga giants NewTek have finally decided to release their powerful 3D modelling, animation and rendering software title

LightWave as a standalone product. It will be available with the powerful DPS PAR card and as a standalone application some time in June.

At the time of going to press prices were still being finalised, although CU AMIGA expects it to retail for between £500 and £650. Trade supply will be through SDL and

LightWave, part of the Emmy award winning VideoToaster, will soon be available in the UK.

## PINKIE SAYS GO!



Little Sister is thirteen year-old Kelly Smith from South London. Her first single was released last November on the Message Music label. Kelly writes all her own songs. Kelly is also one half of the most interesting, nay exciting partnership since Little And Large. Play It is the first interactive single to ever appear, and features the talents of Kelly alongside what could be the biggest computer game star ever – Pinkie! Millennium are going all out on promotion for their latest cutesy superstar, and the Interactive single is only the first part of the onslaught. Listeners will now not only be able to

hear the original mix of the track, but they will also be able to rearrange the song completely!

But that isn't all. Pinkie & His Little Sister – The TV Show is due to enter production this autumn, featuring Kelly and Pinkie rescuing aliens from various worlds and taking them to live in Pinkie's home on the Planet Purple. Has a game ever received so much promotion? Will a star ever burn so brightly? We'll have a full report on Pinkie next issue. For more, call Millennium on 0223 844894.

## BRAVE NEW BUNDLE!

Trade distributor ZCL has created a new Amiga pack. Called the Frontier Innovations pack it features an AT200, Frontier Elite II, Wordworth AGA, Print Manager, Personal Paint V4, Day by Day, Batman Returns, Total Carnage, Brave the Lion and Zael 2. It will have a price of £349.99 and will be available from both ZCL's Calculus chain and their direct sales chain Ind!



## ALONE

Digital Processing Systems including the program with the PAR card (see review on page 106-107).

LightWave is a 3D modelling, rendering and animation program that was originally designed to work solely with the NewTek VideoToaster. The software is widely recognised as the best of its kind on the Amiga, and certainly as good if not better than similar software on other computers.

It was the power and ease of use of LightWave that undoubtedly helped the VideoToaster sell so well – sales of the Toaster vary between 50 and 80 thousands units.

Recently, a company with the oh-so-cute name of Warm and Fuzzy Logic developed and released a product called LightRave, which allowed users to run LightWave without the VideoToaster hardware. The problem with this solution however was that you still needed to buy the VideoToaster to get LightWave in the first place!

With the NewTek decision to sell it as stand alone software all this has changed and LightWave can now be purchased without the added cost of the VideoToaster or legal implications of using LightRave.

NewTek president Tim Jensen told CU AMIGA: "After being used on television shows like *Babylon 5*, *seqQuest DSV*, *Star Trek: The Next Generation* and by tens of thousands of other Toaster users, it's become the 3D software professionals look to when they need to get work done."

LightWave 3D is a 3D graphics and animation system with a comprehensive and easy to use interface. It can render images in 16.8 million colours, ultra high resolutions and has a wide variety of rendering options including lens flares, anti-aliasing, full ray tracing, and motion blur. Its capabilities can be seen every Monday evening at 6pm on the UK's terrestrial Channel 4 in the TV series *Babylon 5*.

LightWave will work on any Amiga with 8Mb of RAM, a hard drive and Workbench version 2.04 or higher.

Next month, CU AMIGA will be interviewing Tim Jensen, president of NewTek, to find out all the latest developments and goings on in the world of LightWave.

## LEANING OVER THE EDGE



Yes it's that cliff hanging moment again. Our very own propeller head grabs the latest technology, leans over a cliff edge, sets his blades whizzing, takes off and flies into the sunset. (No we haven't got a clue what he's on either, but it's obviously taking him to new heights – Ed)

This month I'm on the campaign trail. No not a John Major soap box type trail, but rather a product campaign. If you take a look through the PC press

you'll find numerous PCMCIA products. PCMCIA is the small credit card interface found on the left hand side of the Amiga 600 and 1200.

In PC magazines you'll find products as diverse as hard drives, memory cards, network cards and modems all available as PCMCIA products. So why haven't the Amiga developers leapt on these PC based products and come up with Amiga drivers so they can be used on Commodore systems.

There are a few network and hard drive products appearing, but why aren't there more? Why haven't Power, DKB, GVP, Amitek and the others converted them?

Your guess is as good as mine, partially I suspect it's because they don't believe there's enough demand for PCMCIA products. Let's face it you don't want low-cost modems that can just plug in do you? Neither would you want high capacity, fast hard drives the size of a VISA card! Or would you?

I suspect you would, and with a little help from you I'm going to try and get the big Amiga developers behind this cause. If you would like to see more PCMCIA products for the Amiga write to me at 'I WANT A SMALL THIN ONE PLEASE', CU AMIGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.



PHONE  
0480 498889  
Fax: 0480 496379  
Open 5 days a week  
9am - 7pm

## CD32 TITLES

ALIEN BREED 2	19.99
ALIEN BREED / ONAK	19.99
ARCADE POOL	9.99
BATTLECHESS	19.99
BRUTAL SOCCER	19.99
CANNON FOOTER	CALL
CAPTIVE 2: LIGHTNING	19.99
ELITE 2: FRONTIER	19.99
HERMADALL II	22.99
GUNSHIP 2000	19.99
JAMES BOND 3	19.99
JURASSIC PARK	10.99
LABYRINTH	9.99
LIONHEART	13.99
LOST VIKINGS	19.99
MAN UNITED: FURBISH	10.99
MICROCHOC	31.99
NICK FALDOS GOLF	22.99
PROJECT KATILLAGE	16.99
RIVER CUP	19.99
SENSIBLE SOCCER	17.99
SKIDMARKS	CALL
SUPER PUTTY	9.99
SUPER STARDUST	19.99
ULTIMATE NEW BLOOD	19.99
URIDULIM 2	19.99
WHALES VOYAGE	19.99
ZODIAC	17.99

MEMBER OF  
DIRECT MARKETING ASSOCIATION

AMERIMODON	22.99
AMBERSTAR	17.99
ARCADE POOL	7.99
ANCHOR McLEAN POOL	9.99
ARMOUR GEDDON 2	19.99
ARCADYPS	15.99
APPROACH TRAINER	17.99
A-TRAIN	12.99
BATTLE ISLE 2	CALL
BATTLE OF BRITAIN	11.99
BATTLEBOARDS HD	13.99
BENEFIT THE STEEL SKY	20.99
BENEFACITOR	17.99
BODYBLAWS	8.99
CANNON GUNSMITH	22.99
CANNON FOOTER	19.99
CAPTIVE 2	20.99
CHAMPIONSHIP MANAGER	10.99

All items are subject to availability.

Post and packing: UK - 75p per item 2nd Class; £1.50 per item 1st Class; £2.00 per item 1st Class Recorded.  
L.E.C. = £3.00 per item; Non L.E.C. = £4.00 per item.  
Swift Air L.E.C. = £5.25 per item; Swift Air Non L.E.C. = £5.90 per item.  
Next Day Courier = £5.00 per consignment (Up to 5kg. Delivered Mon-Fri Only)

Titles marked with a \* may not be released at time of going to press.  
Please telephone for availability and a full copy of our terms and conditions.  
Titles marked with a \* are available at the price shown while stocks last.

VISA

OPEN ALL DAY SATURDAY

NAME

ADDRESS

POSTCODE

PHONE

ITEM

ITEM

ITEM

(Please indicate whether you require Disk or CD-ROM)

Visa / Mastercard / Switch Number:

Switch Issue No:

Card Expiry Date:

SIGNATURE:

GAME OF THE MONTH  
THEME  
PARK  
A1200 ONLY - £23.99

## AMIGA TITLES

CHAMPIONSHIP MANAGER	16.99	SPACE LEGENDS	19.99
CLAWSON	22.99	STREET FIGHTER 2	16.99
CLAWS	14.99	SUPERSTARDUST 12000	19.99
CYBERPUNK	19.99	SYNDICATE	21.99
CYBERSPACE	22.99	TACTICAL MANAGER	19.99
DARKMERE	19.99	THE SETTLERS	24.99
DARKSEED	19.99	TORNADO	26.99
DEMONMANIAC	17.99	TOTAL CARNAIGE	19.99
D-GENERATION	11.99	TRAKSUIT MANAGER 84	17.99
DIGGERS	17.99	TWILIGHT 2000	22.99
DUNE 2	18.99	UFO - CREW UNDISCOVERED	22.99
DUNGEON MASTERWORD	17.99	ULTIMATE PINBALL	29.99
ELFMANIA	16.99	UNION COMPILATION	30.99
EMPIRE SOCCER	17.99	UNIVERSE	CALL
EVOLUTION - LOST IN TIME	CALL	URIDULIM 2	19.99
EYE OF THE BEHOLDER	11.99	WALL COMMANDER	19.99
FIELDS OF GLORY	CALL	WORLD CUP USA 94	19.99
FLASHBACK	20.99	WORLDS OF LEGEND	10.99
FRONTIER - ELITE 2	18.99	UNITED NATIONS SPECIAL OPS	8.99
GUNSHIP 2000 A1200	22.99	WOLF SPORTS DRIVING	8.99
HARPOON V.12121	9.99	WOLF SPORTS DRIVING	8.99
HEIMDAL	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 2	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 3	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 4	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 5	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 6	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 7	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 8	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 9	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 10	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 11	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 12	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 13	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 14	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 15	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 16	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 17	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 18	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 19	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 20	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 21	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 22	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 23	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 24	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 25	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 26	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 27	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 28	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 29	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 30	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 31	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 32	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 33	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 34	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 35	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 36	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 37	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 38	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 39	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 40	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 41	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 42	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 43	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 44	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 45	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 46	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 47	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 48	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 49	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 50	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 51	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 52	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 53	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 54	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 55	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 56	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 57	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 58	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 59	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 60	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 61	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 62	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 63	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 64	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 65	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 66	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 67	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 68	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 69	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 70	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 71	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 72	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 73	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 74	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 75	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 76	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 77	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 78	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 79	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 80	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 81	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 82	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 83	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 84	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 85	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 86	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 87	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 88	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 89	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 90	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 91	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 92	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 93	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 94	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 95	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 96	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 97	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 98	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 99	19.99	WOLF SPORTS DRIVING	8.99
HEIMDAL 100	19.99	WOLF SPORTS DRIVING	8.99

Prices can be subject to change. 8-9-92

Post and packing: UK - 75p per item 2nd Class; £1.50 per item 1st Class; £2.00 per item 1st Class Recorded.

L.E.C. = £3.00 per item; Non L.E.C. = £4.00 per item.

Swift Air L.E.C. = £5.25 per item; Swift Air Non L.E.C. = £5.90 per item.

Next Day Courier = £5.00 per consignment (Up to 5kg. Delivered Mon-Fri Only)

Titles marked with a \* may not be released at time of going to press.

Please telephone for availability and a full copy of our terms and conditions.

Titles marked with a \* are available at the price shown while stocks last.

VISA

OPEN ALL DAY SATURDAY

NAME

ADDRESS

POSTCODE

PHONE

ITEM

ITEM

ITEM

(Please indicate whether you require Disk or CD-ROM)

Visa / Mastercard / Switch Number:

Switch Issue No:

Card Expiry Date:

SIGNATURE:

PRICE

PRICE

PRICE

PRICE

POSTAGE

TOTAL

Make cheques payable to:

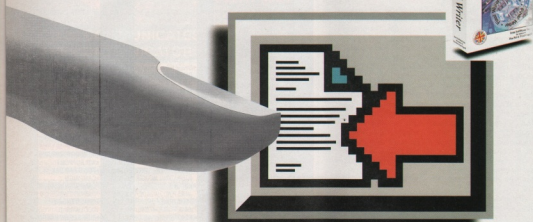
European Computer Use

in order to:

Amiga A2/A3 Edition Road

SALES, PERTING JONES

# Put *Your* Finger on the Buttons of the 'Very Best Amiga Word Processor' available...



## NEW Final Writer<sup>TM</sup> Release 2

We may claim... 'Final Writer is the Very Best Amiga Word Processor available', but don't just take *our* word for it. Magazine reviews of word processors in the UK and worldwide have bestowed higher marks and more awards on Final Writer than any other! We don't need to say we're 'Number One' - Others do it for us!

And, remember... right from the day of launch, our software works First Time Every Time!



Final Writer Release 2 has a range of NEW features & enhancements including...

**Undo/Redo** - 'failsafe' and aid to experimentation

**Paragraph Strips** - user definable font/style info for individual documents

**'Easy Select'** - Plain, Bold, Italic and Underline buttons

**Floating Palettes** - user definable for tools, user buttons, paragraph styles on individual documents

**Redesigned Layout Menu**

**User Button Strips** - can be saved for each document

**Ruler/Paragraph Strips** - can now be 'switched' on/off

**Faster Drawing Tools** - for even better performance

# Now you can use Software this Powerful on your Amiga



**Final Writer** - for the author who needs even more! If you already use an Amiga Word Processor, it won't include the complete and comprehensive array of features found in this latest addition to the SoftWood family.

## Can your Word Processor...

Output crisp PostScript™ font outlines on any graphic printer (not just expensive lasers), and was it supplied with over 110

typesets? Import, scale, crop, view on screen and output structured EPS clip-art images (Final Writer is supplied with a hundred), again, on any printer? Also create structured graphics and rotate them along with text to any angle, giving you DTP quality presentation? Provide a huge range of printing options (eg. scaling, thumbnails, crop marks etc.



on PostScript™ printers) and fulfill other advanced Word Processing functions easily such as automatic indexing, table of contents, table of illustrations and bibliography generation? With Final Writer, this is now available to you along with a list of features that just goes on and on. We know that you'll be impressed by this revolution in

Amiga Word Processing, but don't be put off by it's advanced capabilities. With its complement of user definable Command Buttons and Superb Manual, Final Writer is simply one of the easiest programs to learn and use.

## Final Writer is not just a one-off product...

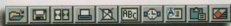
SoftWood are acknowledged as the World's leading software company publishing for the Amiga and no other system. So, if Final Writer exceeds your current requirements - whatever your Document Processing needs, whatever your Amiga - SoftWood will still have the Perfect Package for you...

## Pen Pal or Final Copy II and Proper Grammar II...a Complete Range.



Once you become a registered SoftWood user, you'll gain access to unlimited free UK technical support (others often charge you or don't provide support at all) and preferential upgrades to future versions of these and other exciting new products being developed right now.

# SoftWood



## Quality software for your Amiga

SoftWood Products Europe

New Street Alfreton Derbyshire DE55 7BP England  
Telephone: 0773 836781 Facsimile: 0773 831040

Available from all good dealers or, contact us for a list of nationwide distributors.  
All information correct at time of going to press. E&OE. All Trademarks acknowledged.  
The document shown was output on a low cost Canon Bubble Jet.

## ...to produce Documents this Good...



## ...without having to buy an expensive PC or Macintosh™, high priced Colour PostScript™ Laser and complex, costly DTP Package

Now you don't have to search through PC and Apple™ Macintosh™ software catalogues to find a quality Word Processor/Publisher that performs as well as this.

And... even if you did, you probably wouldn't find a program that combines the very best in Word Processing *and...* easy to use integrated Desktop Publishing type facilities.

You certainly won't find Word Processing Software for your Amiga that's as capable as this!

If you've outgrown your existing package ask about our 'trade up' options from your current Word Processor (other publishers' WP's are eligible too) and preferential upgrade prices for registered SoftWood product users.

Please mark two personal copies of the new Final Writer & Final Copy II information pack, including samples from popular products, and a list of dealers to... (clip the coupon or call 0773 836781 now!)

Name & Address:

please include your postcode  
CUA

## COMMODORE USA UP FOR GRABS

Commodore's premises in West Chester, USA, is up for sale. The property sale is being dealt with by a West Chester property company, Weichert Realtors.

The offices were until recently a central cog in Commodore's world wide empire. Now, however, they have joined Commodore Australia and France and have been shut down as part of the firm's global rationalisation.

If you're interested in buying some serious stateside real estate call Weichert Realtors in West Chester PA, USA.



## MORE FODDER FOR THOUGHT



**N**ews just in: Virgin Interactive Entertainment have confirmed that those smashing types at Sensible Soccer will in fact be producing a sequel to their best selling Cannon Fodder. Details are completely without substance at the moment, but the likelihood is that it will be more violent, more gory and more tricky and puzzle-like than the first one. The game, which has yet to receive a full title, will be available at the end of this year, and doubtless all you war loving types out there will snap it up. We'll have more information in the next month or two. Call Virgin on 081-960 2255.

## FRONTIER PLAYERS GUIDE

**B**ruce Smith Books re-enter the games arena in the next month with the release of a book that will solve all your gaming problems. The *Secrets Of Frontier* is the tome that no self respecting Elite 2 player should be without, and delves deep into David Braben's 100,000 seller, covering every aspect from what sort of lifestyle to lead through to the different ships and how best to equip them, plus a few tips for avoiding the police, smuggling, combat and all those other things that have been bothering you since you loaded it at the end of last year. The price is yet to be confirmed, but whatever it costs, it should help you get to sleep at a reasonable hour from now on. Call Bruce Smith Books on 0923 894355.



## THE MODULATORS

**I**f you're one of those unfortunate souls whose Amiga modulator (the bit that converts the Amiga video signal into a TV signal) has broken then Amitek have got the product for you. The growing Amiga peripheral developer have designed a replacement modulator for Amigas. A spokesman from Amitek said yesterday "it's compact and plugs into the RGB socket".

The Amitek modulator is available from Silica on 081-309 1111, price: £34 including VAT.



## 400 dots for £500!

**T**he Ricoh LP1200 laser printer has been reduced in price, bringing it down to under £500 - £499 excluding VAT, to be precise. The Ricoh LP1200 was the first laser printer to offer upgradable firmware, allowing you to upgrade the page description languages (PCL/5) as new versions were announced.

The LP1200 has resolutions of 400dpi, 2Mb of on-board RAM and a quoted print speed of six pages/minute. It also has HP Laserjet Series III, Epson FX-850 and IBM Proprinter emulation.

A source for Silica, the printer's main supplier, said: "The superior text and graphic capabilities of laser printers are now within reach of more users."

The Ricoh LP1200 laser printer has a price of £499 excluding VAT, and is available from Silica, tel: 081-309 1111.

## COMPUSERVE GOES TO THE FLICKS

**C**ompuServe have created waves for net surfers this month. In the increasing war to see who can offer more services via the digital highway CompuServe have raced ahead of their competitors and introduced book, film and theatre reviews plus a book searching facility.

On CompuServe you can now find 500 word reviews of the top ten films in the UK, 400 and 500 word reviews of the ten best selling books and reviews of the top 20 theatre shows in London. You can also search for books in print by subject, title, author and print status.

CompuServe now has a whopping 2 million members world wide, with 45,000 in the UK. To join CompuServe call them on 0800 289378.

## FIRST GO LIVE

**F**irst Computer Centre have launched a bulletin board service. Similar to services provided by a few other dealers, this BBS will include technical support, product details, PD and shareware products and software drivers. The BBS can be reached on 0532 637988.

## BRUTAL SPORTS SOCCER

**T**his arrived just too late to make our review section this month, but we thought we would tell you about it anyway. *Brutal Sports Soccer* is the follow up to the Millennium smash *Brutal Sports Football*, and takes the theme of a violent ball game that little bit further. Viewed from above along an isometrically scrolling pitch, there are more heads being removed, more weapons being drawn and more goals being scored than the previous incarnation, and those are only some of the good bits. The game has been coded yet again by Trique London, and Trique's Tony Love thinks it's the greatest thing since sliced bread. For more information, call Millennium on 0223 844894.

## MORE FOR YOUR MONEY

Empire Software, the people who keep bringing you the best compilations around, have come up with a collection of soccer titles that will have armchair footballers drooling into their scarves. In World Cup Year '94, they've drawn together in one box the best soccer games ever released. For management buffs, there's *Championship Manager 93/94*, generally regarded as one of the best management titles around, but it's the arcade soccer fans who are really in for a treat. How's this for a line up: *Sensible Soccer*, *Dino Din's Goal!* and *Striker!* If that doesn't get you excited, nothing will, and what's more, this little lot will only set you back a paltry £29.99! For more information, call Empire on 081 343 7337.

## NEW C COMPILER

**A** new version of Dice, a very popular shareware C programming language compiler, has been released and launched as a full commercial product. Dice has long been favoured by developers as it provided a secure, high quality programming environment. Now, with the release of Dice 3.0 it is a full programming and development suite.

Everything you'll need to create C programs is supplied, including an editor, a MAKE utility, source level debugger, profiler, assembler and libraries. Included files cover all revisions of the operating system from AmigaDOS 1.3 to 3.0. On-line help is also built-in.

Dice costs £150 for new users; student discounts are also available. Contact Obvious Implementations Corp, 0101 919 659 7407.

## SOFTWOOD GOES DIRECT

**S**oftWood Products have thrown down the gauntlet to their competitors this month. In a move sure to create a reaction, they've introduced a full money-back offer, cut prices and set up a direct sales team.

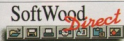
Their products will still be available through dealers, but you'll now also be able to order them directly from the manufacturer. SoftWood made the decision to go direct because "a significant proportion" of their users had "difficulties in locating a stockist in their area".

SoftWood have also cut prices of their word processors. The price cuts come as a result of both increased sales, and savings made by going direct. *Final Writer* now costs £74.95, whilst *Final Copy II* is priced at £49.95.

They have also introduced a "No Risk Guarantee" offer. This basically means that if you buy a SoftWood product and are not completely happy with it, SoftWood will refund the money.

Similar no risk guarantee policies have been tried with various levels of success by numerous PC software vendors, but SoftWood are the first Amiga software developer to offer such an offer to UK Amiga users.

SoftWood are on 0773 512506



## CU AMIGA READER OFFER

**I**f you've read the review of *Montage* on page 120 of this issue, you'll no doubt be rushing off to buy yours now. But hold your horses! In a special offer Emerald Creative Technology are offering a whopping

£50 off the normal price of *Montage* to CU AMIGA readers. Simply mention CU AMIGA when ordering and Emerald will reduce the price by £50 to just a very reasonable £279.95, its normal price being £329.95. Emerald Creative Technology can be contacted by calling 081-715 8855, or writing to them (don't forget to mention CU AMIGA) at Rapid House, 54 Wandale Bank, London SW19 1DW.



SAVE £50!

## ORGANISED COPYRIGHT

**O**n the coverdisk of the November 1992 issue of CU AMIGA we published a personal organiser utility called Organised. At the time we neglected to mention that the copyright in Organised belongs to Mr. Simon Kain of 'Joanville', Gwespyr Hill, Gwespyr, Nr Holywell, Clwyd CH8 9JS. Organised is not, and has never been in the public domain and thus it should be understood that Mr. Kain's permission has to be obtained before any copies are made of the program.



## JUST IMAGINE

**T**he popular 3D modelling software Imagine has been upgraded and now has a UK supplier. Version 3 will be available from Emerald Creative by the time you read this. Version 3 is faster, and has numerous new features including the ability to render just parts of an image, a latticework command, depth of field processing for true photorealistic images, improved anti alias control, clone facilities, unlimited textures and image maps. Imagine 3 will be available for £89.95 (plus £3.50 p&p) when upgrading from most other Amiga 3D rendering programs. Emerald are on 081 715 8866.

## Bump N Burn



Good news for Bump and Burn fans which got massive 87% (page 88) - A1200 and CD32 specific versions of the game will be coming soon. Page 39 - for more details on the CD32 version.

The code of the Samurai :

## Live by the sword...

Already a smash on Amiga 1200, *Second Samurai* shreds the silver disc on CD 32 with an all-action adventure that's full of Eastern promise...

- Masses of multi-genre game-play - platforms, hack-'em-up combat and puzzle solving
- Massive levels, packed with sub-games, secret zones and lethal bosses
- One and two player modes, with friend-or-foe options
- Eight layer parallax scrolling and CD quality sound



ZYNGA GAMES





# KICK

## you know it's...



**I**nternational action at its dazzling best. The atmosphere is electric as the stage is set for the World's best players to display their awesome skills. **KICK OFF 3** is a game for the true soccer fan. Top footballing Nations from 5 continents battle for soccer's biggest prize - The World Cup. Thrill to the one touch football of the South Americans, the power play of the North Europeans and the skillful yet eccentric African nations. Stamp

your authority on the match using the key players within the team. Each country has its own style play dependent on the way these players are used. Be sure to play to your team's strengths. Use



PC COMPATIBLES



OUT OF



**CD32 PC & COMPATIBLES PC CD ROM**

© Copyright 1994 Anco Games. Published by Anco Software Ltd, Unit 7, Millside

# KICK OFF 3



## KICK OFF 3

OF THE WORLD

the Brazilian **Playmakers** to split the opposition with pinpoint passes or the German **Sweeper** to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch **Wingers**.



PC COMPATIBLES

**KICK OFF 3** is packed full of dynamic features that set it apart from any other football game.

Over 2000 frames of animation for smooth, fast flowing International action and multi directional pitch scrolling. Thirty different **SET PLAYS** for corners and free kicks give the most dramatic dead ball situations ever. A practice mode allows you to specialise dribbling, overhead



kicks, volleys, flicks, diving headers and the deadly **AFTER TOUCH**. Switch your tactics and your side's style of play with a **TEAM TALK** at the right time. Speed and ball control options give instant playability for novice and master gamer alike. Soccer realism with Match facts, a Man of the Match award, action replays, all the latest soccer laws and much more.



# kickin'

**AMIGA 500/600/1200**

Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292518 Fax: 0322 293422

**ANCO**

# EXPAND & DELIVER

If you want to see what an Amiga is really capable of you need to expand it. Matthew Barnett makes things easier for you by taking an informed look at the options available.

**B**y their very nature, Amigas are possibly the most capable and power-packed home computers you could possibly buy. After all, what other type of computer can word process, ray trace, tickle the ivories and manipulate sound and vision without the need for additional hardware? PC compatibles may be getting pretty powerful these days, but even then you'd need a VESA graphics card, a sound card (plus speakers!), an enormous hard drive and stacks of memory to get them to perform the same tricks as a basic 'off the shelf' Amiga!

What makes the Amiga such an exciting machine to own is not just the software available, but the level of expandability that the entire range of machines have to offer. Even if you own nothing more than a basic A600, you can push its capabilities further than you could possibly imagine with nothing more than a couple of inexpensive add-ons. Buy yourself an A4000 or even an A1200 and suddenly you're given some serious expansion possibilities: 24-bit video cards, accelerators, 32-bit RAM expansions and more video kit than you could care to think about!

So what sort of expansion devices are available? Well, all four of the 'common' Amigas (that's the A500, A600, A1200 and the A4000) offer the basic expansion options: hard drives, memory etc. Problem is, which products should you buy? With so many options available, it's no wonder that many find the task of buying an upgrade almost impossible. Well rest easy, we've combed the market to bring you a shopping list of what we consider to be the best products in their class, grouped according to each machine. Now all you need is a fat piggy bank.

## A500

**A**lthough both the A500 and the A500 Plus (essentially an A500 with Workbench 2.0 and ECS) have long since ceased rolling off the Commodore production lines, there's still a vast number of them out there in home computer land.

In the UK alone, there are more A500s than all the other types of Amiga combined!

Even if the A500 is no longer the flavour of the day, developers recognise a potential money spinner when they see one and as a result, hardware add-ons for the

A500 continue to arrive thick and fast. In fact, apart from the A4000, the A500 is possibly the most expandable Amiga available. Although it may lack the AGA chip set and 32-bit design of the A1200, the vast range of add-ons available for the machine ensure the A500's continuing success.

You can also partially update the A500, and equip it with more recent versions of the Workbench and Kickstart. To upgrade an A500 contact your local dealer or reputable distributors like Trilogic, Silica, or Gordon Harwoods.

### HARD TIMES AHEAD

Back when the A500 was first launched, hard drives were a luxury enjoyed only by very rich Amiga users, but these days they're old hat. What's more, A500 hard drives are so cheap now that you've sometimes got to wonder if Amiga hardware manufacturers will eventually end up giving them away!

Unlike the IDE hard drives used in the rest of the Amiga range, most A500 hard drives are based around the SCSI standard, which is generally regarded as being better than IDE. The A500 lacks the built-in IDE hard drive interface offered by the rest of the Amiga range. As any techie will tell you, however, this is no great loss. SCSI is faster than IDE and more flexible.

If you're in the market for a hard drive, look no further than GVP's A500 HDs—which is available with a 120 Mb SCSI drive for just £299 from Silica Systems. In just about every comparative review published over the last five years or so, the HDs+ has come out tops time and time again. It also offers RAM expansion up to 8Mb using standard SIMM modules.

The A500 is still the only Amiga to offer an official CD-ROM upgrade (the A1200 drive isn't due until September). Although it won't allow you to run any of the new breed of CD32 CD-ROM-based games, Commodore's A570 will allow you to launch your A500 right into the CD era with a bang. There's not really a great deal of Amiga CD-ROM software available but it's still worth buying an A570 simply to get your hands on the Almaterra range of CD-ROMs (especially CDPro III which contains every single Fred Fish public domain disk to date!). The great thing about the A570 is the price. Silica, for example, sell them for just £391.

Looking for a low cost CD-ROM drive? The A570 can't be beaten.

### PEDAL POWER

Just like the A500, the A500 is based around the 68010 processor, a 16-bit chip running at a respectable 7.14 MHz. Although the 68010 has served the Amiga range for more than seven years, times have changed and it isn't really the superchip it used to be. Thankfully, the A500 is more receptive to accelerators than most machines and there's a wide range to choose from.

Considering the age of the machine, you'd be surprised by the range of cards available for the A500, from Supra's cheap and cheerful £190 2MHz 68000 upgrade, to 68010 and even 68040-based accelerators, there's a card out there to suit every taste. Our personal favourite has to be GVP's A530 (£299) which is actually three expansions in one box. Connecting to the A500's 86-pin bus connector, the unit offers a 48 MHz 68010, a fast SCSI hard drive and true 32-bit RAM expansion (32-bit accelerators need 32-bit RAM), the A530 is possibly the answer to every A500's expansion needs. If you're in the market for at least two of these upgrades, then get your hands on an A530!

For A500 power peripherals you can't beat the A530.

# EXPANDING the A600

There are several ways to expand the A600.

The A600 may not have proved to be the mass market success that Commodore really wanted (or needed), but it sold in respectable enough numbers nonetheless. Offering pretty much the same level of computing power as a basic A500 Plus (1Mb of chip RAM, ECS etc), the A600 is still a respectably powerful machine, especially for beginners.

One area which has proven to be the A600's bugbear is undoubtedly its expansion capabilities (or lack of them). Although Commodore provided the machine with virtually the same expansion slots as an A1200 (although the trapdoor slots are very much different), Amiga hardware developers never really got that excited about the poor old A600. The A600 will accept only three types of

RAM expansion – a 1Mb trapdoor card (which doubles the chip RAM to 2Mb) and either a 2Mb or a 4Mb PCMCIA card. It doesn't take too much intelligence to calculate that this gives the A600 a maximum RAM capacity of 6Mb (2Mb of chip and 4Mb of Fast) which – to be honest – is more than enough for most applications. Adding a hard drive is thankfully a lot easier because of the

A600s built in IDE hard drive controller which accepts the same drives as both the A1200 and the A4000. That's about as far as you can take the A600 without making use of 'generic' expansion devices such as sound samplers, digitisers and so on. Although this may sound rather basic, an unexpanded A600 isn't quite the underdog that many would make out. Any Amiga with 6Mb of RAM and a hard drive is still a 'posky' computer by anyone's standards. Lack of speed is probably the most serious problem for anyone using an A600 for serious applications. Without extra Chip RAM, the basic machine is slower than a 1Mb A500.

## BREAD AND RAM

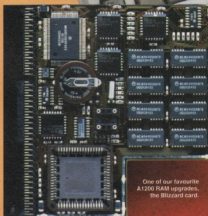
These days Amiga users are used to buying machines equipped with at least 2Mb, but A600 owners were never that lucky. Up until the release of the Workbench 2.0-based A500 Plus, the A500 came as standard with just 512k of 16-bit RAM. Expanding the A500's memory was, fortunately, very cheap. Even today, a basic 512k trapdoor memory expansion (which gave A500 owners 512k of chip and 512k of fast) can be picked up for as little as £15.

Trapdoor expansions came in two flavours, depending upon the type of A500 you own. If you have a basic A500 (ie. not a Plus) then you need a 512k board. For A500 Plus owners, however, a 1Mb trapdoor expansion is needed. Once you've connected a 1Mb trapdoor expansion to a Plus, however, the machine's chip RAM is instantly doubled from 1Mb to 2Mb – the same as that offered by both the A1200 and an A4000!

For really serious RAM expansion, however, you need to look elsewhere – to the A500's 68 pin 'Bus' connector, to be more precise. How much 'fast' memory you can add to your A500 depends (once again) on the type of A500 you have – a non-Plus machine can handle a total of 9Mb but a Plus can handle 11Mb. Either way, you can plug an expansion carrying 6Mb into the bus connector. By far the best bus connector expansion we've seen is the Power Computing board, offering solid construction and a hard drive through connector, at a good price.

# A1200

Despite its relatively short life so far, hardware developers have been quick to capitalise on the A1200's power and the potential for expansion that it provides. Indeed, it's perfectly possible to expand the A1200 to such a level that it even beats the most powerful of all Amigas, the A4000/040. If you want to know how to transform your A1200 into a real powerhouse, read on...



One of our favourite A1200 RAM upgrades, the Blizzard card.

Although young, the A1200 is already very expandable.

## SPEED FIEND

If you've grown used to the 68000 processor used by the older generation of 16-bit Amigas, the thought of a Motorola 68020 running at 14.2 MHz might seem like a dream come true. Try to use the A1200 for anything that is particularly math-intensive, however – ray tracing, for example, and you'll be left waiting.

A surprisingly large range of processor accelerator cards are available for the A1200, and it's now possible to have your A1200 run things faster than an A4000/040. However, before you spend the sort of megabucks needed for one of these babies (around £300 for a decent unit), you might want to see if a maths co-processor (correctly known as a Floating Point Unit) is actually the answer to your needs. If you do a lot of ray tracing, then an FPU would probably be a better bet. An FPU is simply a chip designed specifically to carry out complex calculations in a fraction of the time of your Amiga's processor.

The great thing about FPUs is that you don't need to buy a dedicated card to use one. Most A1200 RAM expansions provide a 'slot' for the fitting of an FPU. Two types of FPU are available: the 68861 and the faster 68882, both of which are available in a number

of speeds. There's little point in buying an FPU faster than 33 MHz as you'll find that the A1200 won't be able to feed the FPU data fast enough for the chip to run at its full speed.

If you really want to accelerate every aspect of your Amiga's operation, then an accelerator card may still be worth considering. The most common cards available for the A1200 are based around the Motorola 68030, the same chip that drives the A4000/030, although most use a much faster version of the chip (at least a 40MHz chip as opposed to the 25MHz chip in the A4000!). Check out the GVP A1230 Turbo+ (£249) which is available from Silica Systems, or the amazing new Blizzard 1230-II from Gordon Harwood, tel: 0773 521175 (see review next issue).

(Below) An IDE hard drive - one of the many hard drive options for modern Amigas.



## HARD DRIVE HEAVEN

Fitting a hard drive to the A1200 will totally transform the machine. Not only will Workbench always be 'on tap', but everything seems to run so much smoother as a result.

Thankfully, the A1200 is a machine that was designed from the start to be hard disk-based. As a result, Commodore have built in the same IDE drive electronics that can be found inside the A600. What this essentially means is that, unlike the A500, you can actually install a hard drive inside your A1200.

Buying a hard drive for the A1200 shouldn't be too much of a problem, most of the advertisers in CU AMIGA offer a wide range of drive sizes starting from 20Mb and rising to gigabytes (hundreds of megabytes), so what size you buy is entirely up to you.

Once you've got your drive, you need to get it installed by an experienced (and Commodore approved!) electrical engineer. Although more technical users would probably find the process of installing a hard drive easy enough, it's best to entrust the job to a Commodore-approved service centre just to keep your warranty intact.

## MEMORY MATTERS

When the A1200 was first released in October 1982, it was the first Amiga to offer more than 1Mb of memory as standard. Although many originally believed that the A1200's 2Mb of memory would be more than enough for most users, it didn't take long to realise that the greater demands of the A1200's AGA chip set and Workbench 3.0 virtually cancelled out the benefits of all that lovely RAM.

Thankfully, third-party developers were quick to jump onto the A1200 memory bandwagon. A1200 memory expansions come in three different forms: PCMCIA cards, dedicated RAM cards and so-called 'combo' cards that give you not only extra memory but anything from a processor accelerator to a SCSI-II controller. Although you may be tempted to buy a PCMCIA card, don't.

PCMCIA cards use 16-bit RAM. Although suitable for an A600, these actually slow down your A1200 (don't forget that the A1200 is a 32-bit machine).

A much better bet for the A1200 is either a dedicated RAM expansion or a 'combo' card, both of which connect to the A1200's triple expansion slot and make full use of true 32-bit RAM chips. This is very important as it means that the RAM can pass information to the A1200 in true 32-bit chunks, therefore keeping up the speed of your machine. Believe it or not, adding a 32-bit expansion to your A1200 doubles the machine's speed!

Unless you're after a combo card, the best A1200 RAM expansion (in my book at least) is the Blizzard A1220/4 card which is available from Gordon Harwood Computers. The basic model comes with 4Mb of RAM, provision for a maths co-processor and costs just £219. Also worth a look is Power Computing's A1208 card which offers very similar features starting at £79.



Credit card sized upgrades are now available for the A600 and A1200

# A4000

Commodore's A4000 is already a powerhouse computer so why would anyone possibly want to expand it still further? Well, the answer is simple; to squeeze even more power from the machine! What's more, the A4000 is the perfect machine for handling expansions thanks to its PC-like 'big box' design (recently updated to a 'Tower' layout) that allows the machine to accommodate a whole range of expansions held on plug-in cards.

The A4000 already comes with a fairly respectable amount of memory - most Amiga dealers now sell the A4000/030 with 4Mb (of which 2Mb is chip) and the A4000/040 with 6Mb - but both machines can be expanded to a maximum of 16 Mb on their motherboard using standard SIMM modules. Plug in an additional RAM board and you can push your A4000 still further - right up to 128Mb, if you feel the need, with prices ranging from reasonable to extravagant.

## STORAGE OPTIONS

All A4000s already come as standard with some form of hard drive option: either an 80Mb or 120Mb IDE drive on the A4000/030, or a 240Mb IDE drive on the flashy A4000/040. If these drives still aren't large enough for your particular needs (say, for example, you run a BBS), there are a number of other storage options available. The simplest method of ascending the amount of hard disk space available is simply to plug an additional, internal, IDE drive into your machine. The IDE drive controller supports two separate hard disk units so there's no reason why you can't have both on-line at the same time. What's more, IDE drives are now reasonably cheap (£150 - £1000), and if you are using your machine professionally, high price, high capacity drives will soon pay back.

IDE does have its failings, however. Possibly the main problem with it is its operational speed (on back of it, if you want a truly fast hard drive, you may want to consider fitting a SCSI controller to your machine, better still, a faster SCSI II controller and hard drive. SCSI is a far more flexible expansion system as it allows up to seven devices to be connected in a daisy chain. SCSI II, although expensive, is without doubt the fastest hard drive standard you could possibly fit to your machine. Any standard A2000 SCSI interface will work with your A4000, but if you want a SCSI II controller, then you'll have to go for the DAB 4051 (£299) which is available from Power Computing.

## BEYOND AGA

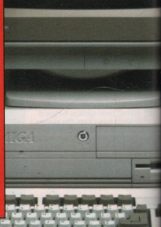
There is a plethora of high-quality video and graphics cards available for the A4000 series. Although many eventually filter down to the cheaper Amigas, there's very little chance of high end cards such as GVP's V24 (£749) appearing on an A1200.

One of the main reasons for the A4000's dominance of the video cards market is its special 'video slot' which makes the machine ideal for high end graphics work. Most true colour cards use this slot simply because it provides direct access to the Amiga's video hardware. True colour cards take the A4000 above and beyond even the impressive AGA chip set by increasing both the resolution and the maximum number of colours that can be displayed on screen at once. And, thanks to the custom video processors built into these cards, working with such memory-intensive images is often a lot faster too.

A large range of graphics cards are available for the A4000, but my personal favourite has to be Centaur's OpalVision which can be picked up for as little as £350 these days. What makes the OpalVision card so special is not its great hardware (although this is still very impressive) but the great range of software bundled with the card, including Centaur's own 24-bit paint program, OpalPaint. OpalVision is possibly one of the most expandable 24-bit cards too - Centaur have already announced a range of add-ons which will bring the card into competition with Newtek's infamous VideoToaster.

## which COMPUTER?

The most expandable Amiga available. Ladies and gentlemen, the A4000.





## The greatest international team match in golf



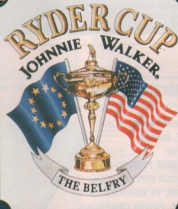
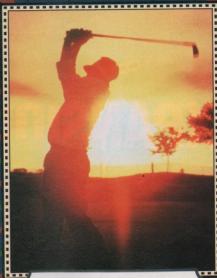
Experience the thrill of playing in the world's premier golfing event. You must get every detail spot-on to keep up with the calibre of players you'll be going round with.



The incredible detailed the courses themselves add to the feeling of actually being out on the course, being one of the team and taking part in one of the sport's greatest events.



Ryder Cup Golf plays with startling speed and detail so real you can almost smell the grass.



In 1926, at Westworth, England, a match took place between two teams of professional golfers from the USA and GREAT BRITAIN.

The result was a convincing win for the British. The match was the brainchild of two men; Walter Hagen - an American golfing legend - and Samuel Ryder, a wealthy English businessman.

The competition took place under the rules of the PGA, and the winning team received a trophy, kindly donated by Samuel Ryder.

This was the beginning of the Ryder Cup.



Ryder Cup Golf leaves nothing out. It gives you the chance to analyse every course, every hole and every shot.



The mechanics of the swings from the tee to green have been intricately studied and replicated to make the game as close as possible to the real thing.



Compete with the professionals on the prestigious Belfry course or try your clubs on any of the other three courses.

# ocean

AMIGA 500, 600  
AMIGA A1200  
IBM PC & COMPATIBLES

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET  
CASTLEFIELD · MANCHESTER M3 4LZ  
TELEPHONE: 061 832 6633 · FAX: 061 834 0650  
TM & © 1993 PGA. Officially Licensed Product.



# CD32 EXPANSION

**A**n expandable games console? Okay, so it sounds like a pretty strange idea but you'd better believe it – unlike Nintendo and Sega consoles, Commodore's CD32 can be expanded above and beyond its basic configuration.

Looking at the rear of the CD32, you've probably already noticed that elusive little hatch that doesn't actually seem to be serving any useful purpose. Commodore and third-party developers plan a whole range

of peripherals that will connect to this port which will effectively keep the CD32 'future proof'.

In the meantime, however, the only expansion device that takes advantage of this port is the acclaimed 'FMV' module (£199) that transforms your CD32 into a fully featured Video-CD player.

Possibly the most exciting prospect for CD32 owners is the SX-1 expansion module which is soon due for release from MicroBotics, a company better

known for its A1200 RAM expansions.

The SX-1 gives your CD32 all the ports it needs to be transformed into a fully fledged A1200 clone – all you need to buy is a disk drive and an A4000 keyboard and you're set up straight away.

Once fitted, your CD32 will be able to run productivity packages such as *Brilliance*, *Wordworth 3* and *Deluxe Music 2*. No price has been announced for this yet.

## JARGON BUSTERS

● **ECS:** Enhanced Chip Set. A development on the original Amiga graphics chipset, found in the A500 Plus and A600. The extra resolutions that ECS supported are included in the AGA chipset found in subsequent Amigas.

● **SCSI:** An abbreviation for Small Computer System Interface. Adding a SCSI interface to your Amiga will not yet add numerous different types of peripheral to it – including hard drives, scanners, digitizers and CD-ROM drives. SCSI interfaces are generally used for connecting hard drives in preference to IDE, as they are faster and more expandable, although more expensive. Several A1200 processor accelerator cards (GVP and Blizzard) include an option to add SCSI interfaces giving powerful expansion capability.

● **IDE:** A low cost hard drive interface technology. Simple in concept and design, IDE interfaces allow you to connect a maximum of two hard drives (SCSI allows seven) and provides reasonable, although not outstanding transfer speeds. IDE interfaces are now built in on all Amigas.

● **PCMCIA:** Personal Computer Memory Card Interface Association. An interface type allowing peripherals of roughly credit card dimensions to be plugged in. Both the A600 and A1200 have PCMCIA interfaces. On PCs PCMCIA peripherals include network cards, modems, hard drives and more. On the Amiga, however, PCMCIA peripherals are so far limited to just memory upgrades, although network cards should appear shortly.

● **FPU:** Floating Point Unit. A special chip dedicated to carrying out calculations on floating point numbers. Because it's dedicated to doing nothing but calculating FP's it can work out the results far quicker than the normal Amiga processor. Adding an FPU will speed up any program which carries out lots of these calculations (eg ray tracing).

● **SIMM:** An abbreviation for Single In-Line Memory Module. A type of memory upgrade where the extra memory is held on a rectangular slice of circuit board with a connector. SIMM modules can be easily fitted by simply clipping them into SIMM sockets. Many RAM expansion now have SIMM sockets, allowing you to easily plug in more RAM when needed.

● **BIG BOX AMIGA:** An expression used to describe Amigas such as the A1500, A2000, A3000 and A4000, ie Amigas with large cases. Big box Amigas can be easily expanded internally, and can take advantage of a wealth of professional boards that connect to the 'Zorro' expansion slots.

## BEST OF THE REST...

Throughout this article you'll find descriptions of the best expansions for each different type of Amiga – hard drives for the A500, accelerators for the A1200 and so on. They are, however, a vast number of expansions that can best be termed 'generic' – that is, they can be used on all Amigas. We thought you'd still like to know what to look for amongst these products, so here's our 'best of the rest' shopping list...

Best Sound Sampler:  
Best Video Digitiser:

**MEGALOSOUND, MICRODEAL (£35)**  
**VIDIAMIGA 12RT, ROMBO PRODUCTIONS (£99)**

Best Disk Drive:  
Best Genlock:

**AMITEK DRIVE, SILICA SYSTEMS (£59)**

Best Modem:  
Best Hand Scanner:

**ROGGEN PLUS, SILICA SYSTEMS (£149)**  
**14,400 SPORTSTER, US ROBOTICS (£175)**  
**POWERSCANER 4, POWER COMPUTING (£239)**

Best Inkjet Printer:

**CANON BJ.200, CANON (UK) (£249)**



## AMIGA TECH SPECS

Here's a brief run-down of the basic spec and expandability of each of the popular Amigas.

MODEL	SPEED	RAM	MAX RAM	HARD DRIVE	INTERNAL/EXTERNAL	SIZE
A500	7.14MHz	512K	9Mb	Yes	EXTERNAL	20Mb-1Gigabyte
A500 Plus	7.14MHz	1Mb	10Mb	Yes	EXTERNAL	20Mb-1Gigabyte
A600	7.14MHz	1Mb	10Mb	Yes	INTERNAL	20-120Mb
A1200	14.2MHz	2Mb	10Mb	Yes	BOTH	80Mb-340Mb
A4000/030	25MHz	4Mb	128+Mb	Yes	INTERNAL	80-1MbGigabyte
A4000/040	25MHz	6Mb	128+Mb	Yes	INTERNAL	80Mb-1Gigabyte

## NEXT MONTH

CU AMIGA continues on the upgrade path with a rundown of the sort of cash you'll need to spend to optimize your machine for different applications. We've given Matthew Barnett, Andy Leaning and Tony Horgan budgets ranging from miserly, through Christmas cash, to Royal mint proportions in an effort to get good value for the maximum's Amigas. See what happens in a month's time.

**Established  
1981**

Chetish Bag	E 11.5
Logic 2 Delta Ray	E 14.5
Logic 3 Quantum	E 9.5
Quickshot Jetfighter	E 11.5
Quickshot Maverick 1	E 11.5
Quickshot Pyroton	E 8.5
Speeding Antelope	E 11.5
Zipstick Super Pro	E 12.5
Logic 3 FreeWheel Digital	E 19.5
Speedmouse Logic 3	E 12.5
3.5 Disk Box holds 30	E 4.5
3.5 Disk Box holds 60	E 6.5
Understand 8 blank disks x 10	E 5.5
Zipdisk Upgrade NO CLOCK	E 24.5
Zydec External Disk Drive	E 65.5
Mouse Mat	E 1.5
Lightwave Crystal Extension Lead	E 7.5
Lightwave Crystal Splitter	E 7.5
Lightwave Cat Aerial Plug	E 7.5

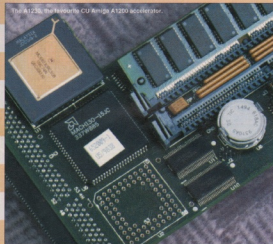
Signature \_\_\_\_\_ 18



# product compendium

It has been said that the rate of new product development for the Amiga has slowed down. Not if you look at the amount of gear we've reviewed in the last twelve months! As part of our upgrade feature we list all the major products featured in the magazine, including the best CD32 games.

## PRODUCTS REVIEWED AND RATED 1993-94



### UPGRADES/SMALL PERIPHERALS

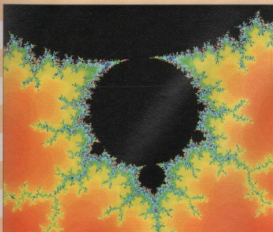
<b>A1200 PRIMA CLOCK</b>	First Choice	80%
Adequate battery backed up clock.	July 93	£17.99
<b>A1208 RAM BOARD</b>	Power Computing	89%
System-friendly RAM Accelerator board.	January 94	£69.95
<b>A1230 TURBO PLUS PERFORMANCE SERIES 2</b>	GVP	97%
Impeccable product for sampling and digitising.	February 94	£249
<b>ALFA DATA HAND SCANNER</b>	Alfa Data	87%
A most desirable A1200 hand scanner.	October 93	£299
<b>ALFASCAN 800</b>	AlfaData	84%
For VFM the best grey scale scanner available.	May 94	£99.95
<b>AMIGA SMART CARD</b>	Indi Direct Mail	79%
Boost your A1200 or 600 by 2MB.	January 94	£119.99
<b>AMITEK DRIVE</b>	Silica Systems	90%
Excellent disk drive performance at a good price.	May 94	£59.00
<b>AMITEK HAWK</b>	Silica	70%
Disappointing A1200 accelerator card.	June 94	£99.499
<b>BLIZZARD 1200/4</b>	Gordon Harwoods	82%
Everything you could wish for in a RAM board.	December 93	£179.95
<b>BLIZZARD 1220</b>	Gordon Harwoods	92%
Stunning accelerator card for the A1200.	June 94	£219.95-469
<b>CSA 12-GAUGE</b>	CSA	96%
Flexible gadget to increase A1200 expansion ports.	November 93	£499
<b>GVP A1291</b>	Silica Systems	96%
Another cunning expansion port expander.	May 94	£79.95
<b>INTERNAL XL DRIVE</b>	Power Computing	82%
Greater file capacity and PC compatibility.	December 93	£75.95
<b>LOLA 520 MODULATOR</b>	Lola Electronics	80%
Nice and cheap with all the leads.	October 93	£29.95
<b>MITSUMI LU005S</b>	Silica Systems	80%
A welcome CD-ROM drive for A4000s.	May 94	£116.33

<b>MEGACHIP 2</b>	Power Computing	88%
Extra chip RAM adds life to A500s.	January 94	£159
<b>MEGAMOUSE 400</b>	Golden Image	88%
Exceedingly proficient replacement Amiga mouse.	October 93	£14.95
<b>M1200XA BOARD</b>	Indi Direct	88%
Brilliant A1200 accelerator. Most powerful around.	May 93	£299
<b>MIGRAPH COLOUR SCANNER</b>	Migraph	88%
Useful and compact scanning device.	August 93	£N/A
<b>MOUSE 400</b>	Microspace	80%
Light, smooth and responsive. Bit small.	July 93	£19.95
<b>NCOMMAND PRO</b>	Oasis	77%
Smother running improvement on AMOS.	July	£N/A
<b>OVERDRIVE 35</b>	Software Demon	88%
Very nippy hard drive.	March 94	£299-699
<b>POWERSCAN PROFESSIONAL</b>	Power Computing	80%
Nice hand-held scanner, but slow to use.	June 94	£119
<b>POWER XL DRIVE</b>	Power Computing	88%
Quiet, fast and an excellent high density drive.	July 93	£129.95
<b>SEAGATE 80MB IDE HARD DRIVE</b>	Indi Direct	78%
Slow, but cheap. Gets the job done.	January 94	£229.99
<b>TANDEM CONTROLLER CARD</b>	Tandem	90%
Allows connection of most PC CD-ROMS.	April	£N/A
<b>TURBOTECH A41200</b>	Siren Software	73%
Easy to fit A1200 memory upgrade.	November 93	£169.99

### ART & VIDEO PRODUCTS



<b>ADORAGE 2</b>	BCVV	77%
Not very special, but cheap and contains good effects.	December 93	£49.95
<b>ALADDIN 4D</b>	Adspex Prog	75%
Good image quality, but difficult to use.	February 94	£213.99
<b>ALTERNATIVE 3D TEXTURES</b>	Alternative Image Prod.	80%
Realistic colour 3D images.	January 94	£49



# ART DEPARTMENT PRO 2.5

Tops for real image processing power.

# BRILLIANCE

New king of the art pack. Hefty price though.

# CLARISSA

Super Smooth animation package. Top results.

# CRAFT

For AMOS users, too good to miss.

# DESIGN OBJECTS VOLUME 1

Keeps you busy and highly recommended.

# ESSENCE 1 AND 3

Fantastic 3D ray tracing product.

# FMV CARTRIDGE

The most important CD32 release yet.

# FRACTAL PRO 6

Expensive fractal generator.

# FRACTALITY 2

Basic fractal producing kit for the interested!

# HAMA GENLOCK 292

Desirable, compact and value for money.

# HAMA BARBERA ANIMATION STUDIO

Great for kids, otherwise limited.

# IMAGE FX

Graphic package to rival the PC or Mac.

# MULTIFRAME FOR ADPRO

Neat program with hidden strengths.

ASDG Inc	94%
May 94	£199.95
Digital Creations	83%
October 93	£194.95
Burgess Video	90%
February 94	£79.99
Black Legend Software	86%
February 94	£25.99
Terra Novo Devel.	85%
March 94	\$47.50
Alternative Image	92%
December 93	£80
Commodore	98%
March 94	£199.95
MegameM	60%
February 94	£199.95
HIQ	70%
July 93	£24.99
Hama	80%
December 93	£299
Empire	69%
June 94	£49.99
Silica	91%
June 94	£149.99
Meridian	87%
May 94	£99.95

# OBJECT EDITOR JUNIOR

Serious competition to the expensive Pix Pro.

# PERSONAL PAINT 2.1

Good value and companion to DPaint.

# PICASSO 2

Perfect for graphics and DTP work.

# PIXEL 3D PROFESSIONAL

Extremely useful 3D rendering tool.

# PRO DRAW 3.0

Far and away the best choice for vector graphics.

# RAINBOW BOARD

Ideal for graphics challenging for programmers.

# RETINA UPDATE

Essential for A2000 stalwarts and artists.

# SCAPE MAKER

Should be top of every Vista users list.

# SCENERY ANIMATOR 4

Beautiful results are worth the wait.

# SMARTY PAINTS

Fun, plain and simple.

# TV PAINT 2

Professional level graphics program - brilliant.

# VISTA PRO LITE

A cut down Vista Pro 3 for 2Mb Owners.

# VISTA PRO 3

Truly amazing computer generated landscapes.

# VIDEO FRAME MACHINE

A frame store, grabber and genlock. Marvellous.

# V-LAB V/C

Simply the best video digitiser around.

# VIDEO STAGE PRO

Ideal for all your video and titling needs.

# VIDEOMASTER

Brilliant and fun digitiser. Easy to use.

# VIDI 12/24 BT

Exceptional value. Try 12-bit version first.

# SOUND AND AUDIO PRODUCTS

# BARBS AND PIPES

Breathes new life into music. The best available.

# BYCCLONE

Unbeatable home file copier based on XCopy 2.

# DSS 8+

One of the best 8-bit samplers around.

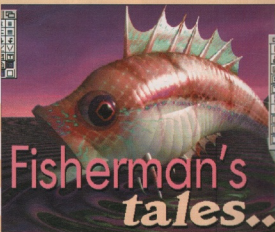
# CDS 17 BIT 2 - THE COLLECTION 17

Another collection of mighty fine PD.

# AMINET CD-ROM

Absolutely stuffed with PD software

BVCC	91%
January 94	£TBA
Micropace	84%
September 93	£59.95
Micropace	92%
December 93	£299.95
Alternative Image	85%
December 93	£200
Gold Disk	90%
July 93	£129.95
Chartscreen	88%
November 93	£1609
Amiga Centre Scotland	92%
September 93	£345
MegameM	80%
January 94	£24
First Computer Centre	83%
November 93	£67.99
Chroma Comp. Images	81%
April 94	£28.00
Amiga Centre Scotland	91%
March 94	£240.99
Meridian	88%
May 94	£59.95
Meridian	90%
£69.99	
HIQ	93%
September 93	£699.
Macrosystem	94%
August 93	£381
Oxsi-Aegis	82%
November 93	£N/A
Videomaster	90%
March 94	£79.95/69.95/119.95
Rombo	91%
January 94	£199.99/299.99
Meridian Distribution	80%
February 94	£39.99
Siren Software	80%
July 93	£39.99
GVP	
July 93	£60
Bit Software	89%
April 94	£19.99
PD Soft	87%
December 93	£N/A



**CDPD 3**  
Packed disc full of handy PD software.

**DELUXE MUSIC CONSTRUCTION SET 2**  
Good sequel, but slightly lacking.

**E-Z FM**  
Makes your music stand out from the crowd.

**HOME MUSIC KIT**  
Unremarkable package with a few good features.

**MEGLOSOUND**  
Fantastic budget 8-bit sampling.

**MINGEN L500**  
A novice users Genlock for beginners.

**MINGEN PROFESSIONAL**  
Very effective Genlock, but costly.

**MS150**  
Good performance at a low price.

**MONTAGE AUDIO CD**  
Clean in quality and impressive in sound.

**MULTIMEDIA TOOLKIT**  
Don't waste your money.

**MUSIC-X 2.0**  
Not bad, but should have been amazing.

**OCTAMED 5**  
The best cheap MIDI sequencer available.

**OCTAMED PRO**  
Useful companion to an impressive programme.

Almathera November 93 £29.99

Electronic Arts August 93 £89.99

The Other Guys March 94 £39.95

Power Computing September 93 £49.95

Microdeal February 94 £34.95

Mingen October 75 £ 49.95

Mingen October 88 £149.95

MediaSource February 94 £220

17 Bit Software April 94 £15

United PD December 93 £20.45

The Software Business May 94 £149.95

Seasoft Computing August 93 92%

Manual Seasoft August 93 £30

Manual Seasoft February 94 75% £15.99



Octamed: Great value, great program.

**SOUND AND VISION**  
Two great digitisers in one box.

**STUDIO 16 3.0**  
Competent sampling software.

**SUPER SOUND 4.12**  
Excellent quality features and effects.

**SCREENBEAT 3**  
Low cost sound boost for your Amiga.

**TECHNOSOUND TURBO 2**  
Slightly over-priced budget sampler.

Rombo March 94 £129.95

Premier Vision May 94 £1000

KBE Software September 93 £4

Spectravideo May 94 £16.99

New Dimensions September 93 £49.99

#### DTP PRODUCTS

**PAGESSETTER 3**  
High quality results and built in spell checker.

**PAGESTREAM 2.2**  
Very powerful, very versatile.

**PROFESSIONAL PAGE 4**  
Reliable and extremely precise. Needs 2Mb.

**THE PUBLISHER**  
Easily the best budget DTP package.

**TYPESMITH**  
Design your own fonts.

**TYPESMITH 2.0**  
Even better than the first. A joy.

Gold Disk July 93 £49.99

Softlogik July 93 £69.95/199.95

Gold Disk July 93 £199.99

The Disc Co. December 93 £29.99

Softlogik July 93 £129.95

Softlogik March 94 £169.95

Pagestream 2 - your flexible friend.

#### JOYSTICKS

**125+**  
Solid and reliable. Not bad at all.

**BOLLISTICK**  
Small, neat and very responsive.

**COMPETITION PRO**  
Definitely worth buying and comfortable.

**COMPETITION PRO EXTRA**  
Still the best all-round stick on the market.

**CRUISER**  
Strong, reliable and responsive. Built to last.

**CRUISER TURBO**  
Robust and accurate. One of the best.

**FLIGHT GRIP 1**  
Not comfortable enough to be practical.

**FOOT PEDAL**  
A good idea that, for once, works well!

**FREE WHEEL**  
Nice idea, but not practical. Doesn't cut it.

**INTRUDER 1**  
For helicopter sims - great! Otherwise, forget it!

**JET FIGHTER**  
Bulky, uncomfortable and unresponsive.

**MAVERICK 1M**  
Smooth and precise - fantastic.

**MEGASTAR**  
Solid, but the tense stick is unresponsive.

**NAVIGATOR**  
Not as responsive as Speedking, but good.

**PYTHON 1**  
Nice shape shame about the feel.

**SIGMA RAY**  
A very comfortable stick to use.

**SPEEDKING ANALOGUE**  
Cheap and nasty with no support.

**SUPERCARGE**  
Truly hopeless with nothing going for it.

**SUPERSTAR**  
Extremely stable with strong suckers.

**THE BUG**  
Ugly and uncomfortable to hold.

**QJI TURBO**  
Cheap value for money joystick replacement.

**QUICKSHOT 2 TURBO**  
Old favourite still holds up today. Great value.

**LEGEND BALL (TRACKING BALL)**  
Smart, sleek and well sexy.

Cheetah August 93 80% £9.99

Cheetah August 93 88% £9.99

Sonimax July 93 93% £12.99

Dynamics August 93 90% £16.99

Powerplay July 93 87% £10.99

Powerplay July 93 86% £13.99

Quickshot September 93 45% £9.99

Spectra Video September 93 81% £19.99

Logic 3 August 93 62% £39.99

Quickshot September 93 83% £27.99

Spectra Video August 93 43% £14.99

Quickshot September 93 88% £15.99

Spectra Video August 93 72% £24.99

Konix August 93 81% £15.99

Quickshot September 93 61% £10.99

Logic 3 September 93 69% £14.99

Spectra Video July 93 23% £9.99

Spectra Video July 93 80% £13.99

Cheetah August 93 64% £14.99

Spectra Video July 93 85% £6.99

Quickshot September 93 79% £6.99

Ladbrook Computing April 94 85% £29.99

# MISSION RATED IMPOSSIBLE

This is  
your foe

You must  
stop him

Others  
have tried

None have  
returned

## IMPOSSIBLE MISSION 2025

THE SPECIAL EDITION

Action, Puzzles, Tension and Excitement

For A1200, A500, Amiga C032 and coming soon for SNES

**MICROPROSE**

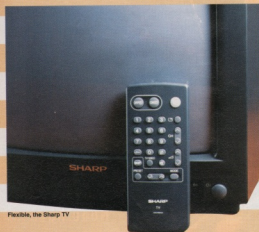
MICROPROSE LTD, THE RIDGE, CHIPPING SODBURY, AVON BS17 6AY, UK.

## » MODEMS

<b>PAGE MICROLIN FX</b>	Pace Price	75%
Cute and portable. Very handy.	October 93	£205.63
<b>SUPRA MODEM 2400</b>	Supra Price	70%
Beginners dream modem. All you need.	October 93	£74.99
<b>SUPRA FAX MODEM PLUS</b>	Supra Price	85%
A few more features than average, quite nippy.	October 93	£119.99

## MONITORS

<b>COMMODORE 1940/1942</b>	Silica Systems	82%
Adequate sound and good picture, but basic.	September 93	£299/399
<b>MICROVITEC 1440 MULTI-SYNC</b>	Gordon Harwoods	89%
Sturdy, high quality, but expensive monitor.	September 93	£439
<b>MICROVITEC 1438</b>	Silica	84%
Solid and reliable. But no speakers!	June 94	£299
<b>PHILIPS MONITOR TV</b>	Gordon Harwoods	87%
Not for the serious artist, but great value with remote.	September 93	£239
<b>SHARP DV-3750H</b>	Sharp	80%
Monitor alternative - a solid TV buy.	June 94	£184
<b>TATUNG HI-RES VGA MONITOR</b>	Gordon Harwoods	75%
Mono only monitor. Good for DTP etc.	September 93	£149.95



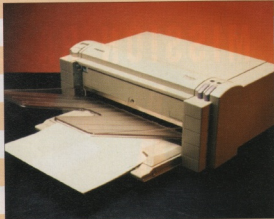
Flexible, the Sharp TV

## PRINTERS

<b>BJC-600</b>	Cannon	91%
Good resolution and cheap running costs.	December 93	£599
<b>DESKJET 1200</b>	C/PS	70%
Big page eject delays but fast printing.	December 93	£1325/1850
<b>HEWLETT-PACKARD 350C</b>	Hewlett-Packard	78%
High quality prints are achievable with time.	December 93	£539
<b>PRIMERA</b>	Power Computing	91%
Primera is the best colour printer available.	January 94	£826
<b>SJ-144</b>	Star	77%
Adequate printer with average results.	December 93	£ N/A

## BUSINESS PRODUCTS

<b>FINAL COPY 2</b>	Softwood Inc	88%
One of the best and most powerful.	July 93	£99.95
<b>FINAL WRITER</b>	Softwood UK	90%
Top rated word processor with graphics handling.	January 94	£129.95
<b>FINAL WRITER RELEASE 2</b>	Softwood Products	92%
An astonishing program.	May 94	£129.95
<b>ILLINOIS</b>	Professional	70%
Low-cost labelling system and database.	July 93	£24.95
<b>PROTEXT 6</b>	Arnor Ltd	80%
Good word processing, not for wimps.	February 94	£130
<b>WORDWORTH 3</b>	Digital International	75%
Bug ridden sequel to the famous Wordworths.	May 94	£149.99



<b>MEDIA POINT</b>	BVC	90%
Diverse multimedia pack with it all.	January 94	£299.99
<b>SBASE 4 PERSONAL</b>	Meridian	83%
Database with huge capabilities and potential.	November 93	£149.95
<b>SBASE 4 PROFESSIONAL</b>	HiSoft	90%
Great for moving large amounts of data.	February 94	£214

## UTILITIES AND PROGRAMMING TOOLS

<b>ADVANCED AMIGA ANALYSER</b>	Grapevine Group	83%
Valuable tool to keep the Amiga healthy.	April 94	\$89.95
<b>AMIBAK TOOLS</b>	Microspace	88%
Superb VFM and very professional.	July 93	£69.99
<b>AMIBAK V2</b>	Microspace	87%
Most powerful backup utility yet.	July 93	£69.99
<b>AMOS PRO COMPILER</b>	Europress Software	88%
AMOS owners shouldn't miss this.	September 93	£34.99
<b>GPFX</b>	First Computer Centre	94%
An essential interface purchase for modem owners.	June 94	£49.99
<b>DISK EXPANDER</b>	Power Computing	78%
A utility that will benefit all Amiga users.	February 94	£ 39.95
<b>DIR WORKS 2</b>	Meridian	78%
Not the best directory utility but O.K.	June 94	£ N/A
<b>DISTANT SUNS 3.0</b>	Meridian	88%
Great disk for budding astronomers.	June 94	£59.95
<b>GIGAMEM</b>	Golden Image	91%
Simple memory saving device that's fantastic.	August 93	£69.95
<b>NICOLA</b>	Richard Harrison	79%
Off-Line Reader. Reduce CIX phone bills.	January 94	£ N/A
<b>PC-TASK</b>	Meridian	78%
Very slow PC emulator.	November 93	£49.95
<b>QUATERBACK TOOLS DELUXE</b>	Central Coast Software	80%
Essential back-up insurance for Amiga business users.	October 93	£69.99
<b>QUATERBACK 6.0</b>	Meridian	88%
Best back-up device just got better.	March 94	£74.95
<b>T-SHIRT PRINTING KIT</b>	Quill Marketing	83%
Easy, semi-professional and surprising results.	March 94	£6.95
<b>UPPER DISK TOOLS</b>	Wheelbarrow Software	88%
Excellent disk recovery program.	April 94	£19.95

AND NOW FOR SOMETHING COMPLETELY DIFFERENT...  
CD GAMES

<b>ARABIAN NIGHTS</b>	Buzz	90%
No flashy features, but what a game.	February 94	£14.99
<b>ALFRED CHICKEN</b>	Mindscape	80%
The feathered one makes his CD debut.	February 94	£29.99
<b>BRUTAL FOOTBALL</b>	Millennium	83%
Good clean violent fun.	May 94	£29.99

<b>BURBA 'N' STIX</b>	Core	81%
Cartoon graphics and pleasing gameplay.	May 94	£29.99
<b>CASTLES 2</b>	Interplay	63%
Disappointing for a CD offering.	February 94	£29.99
<b>CHAOS ENGINE</b>	Renegade	88%
The best blast the CD32 can offer.	June 94	£29.99



<b>CHUCK ROCK 2 SON OF CHUCK</b>	Core	84%
Juiced up version of the Amiga platformer.	June 94	£14.99
<b>COVER GIRL STRIP POKER</b>	On-Line	13%
Adults get their kicks. Rubbish poker.	November 93	£29.99
<b>DIGGERS</b>	Millennium	65%
Lemming-like puzzle game with little heart.	November 94	£29.99
<b>DISPOSABLE HERO</b>	Gremlin	86%
A great try for your CD machine.	May 94	£29.99
<b>DONK</b>	Supervision	73%
Uninspiring gameplay with a Japanese flavour.	May 94	£29.99
<b>FURY OF THE FURRIES</b>	Mindscape	83%
CD version adds more to a fine game.	April 94	£29.99
<b>FLY HARDER</b>	Buzz	86%
Control problems dog a fine game.	May 94	£14.99
<b>GAMES AND GOODIES</b>	Multi Media Machine	85%
Fantastic collection of games and PD utilities.	May 94	£19.99



<b>GUNSHIP 2000</b>	Microprose	92%
Machine gun Camelot! What more do you want?	June 94	£29.99
<b>INSIGHT TECHNOLOGY</b>	Optonica	91%
Learn how everyday objects work.	January 94	£33.99
<b>JAMES POND 2 - ROBOCOD</b>	Millennium	84%
The fish gets onto CD again.	November 93	£29.99
<b>JOHN BARNES INTERNATIONAL SOCCER</b>	Buzz	45%
The Barnes machine folds appallingly.	February 94	£14.99
<b>LABYRINTH OF TIME</b>	Electronic Arts	69%
At first great looking, but shallow, CD32 CD.	March 94	£39.99



<b>LEMMINGS</b>	Pygnosis	87%
The original and still the best.	November 93	£29.99
<b>LIBERATION : CAPTIVE 2</b>	Mindscape	90%
The finest CD yet on CD32?	January 94	£34.99
<b>LOCK-N-LOAD</b>	17 Bit Software	81%
Fine collection of PD games.	May 94	£19.99
<b>LOTUS TRILOGY</b>	Gremlin	82%
All three Lotus games on one disk.	April 94	£29.99
<b>MICROCOSM</b>	Pygnosis	86%
Stunning visuals and sounds.	December 93	£29.99
<b>NAUGHTY ONES</b>	Interactivision	80%
A challenge for the youngsters.	June 94	£25.99



<b>NICK FALDO'S CHAMPIONSHIP GOLF</b>	Grandslam	83%
Competent if slow golf game.	May 94	£34.99
<b>OSCAR</b>	Flair	64%
Could have been so much more.	November 93. Free with CD32	
<b>OVERKILL/LUNAR-C</b>	Mindscape	84%
Crank up the volume for serious blasting.	January 94	£29.99
<b>PIRATES GOLD</b>	Microprose	64%
Nice concept that doesn't deliver.	March 94	£24.99
<b>PREY</b>	Almathera	45%
Old CDTV game with fractal intro stuck on. Peev!	March 94	£19.99
<b>SEEK AND DESTROY</b>	Mindscape	82%
Only a bit more music had been added.	April 94	£29.99
<b>TRIVIAL PURSUIT</b>	Domark	71%
Tacky looking version of the home hit.	April 94	£29.99
<b>ULTIMATE BODY BLOWS</b>	Team 17	84%
The best 'em comes home to the CD32.	May 94	£29.99

**NEXT MONTH**  
WE'LL LOOK AT ALL OF THE FULL PRICE AND BUDGET GAMES RELEASED IN 1993/1994!

# WORLD CUP YEAR 94

**THE NO.1  
SOCCER  
CHALLENGE  
OF THE  
YEAR!**



## **SENSIBLE SOCCER**

"Sensible Soccer was playing - who needs England when you've just got hold of the best PC football game of all time anyway? - PC Home

"Definitely, without the merest inkling of a suggestion of a shadow of a doubt, the best football game ever" - Amiga Power

## **GOAL!**

"Fast - Frantic and a good alternative to Sensible Soccer". - PC Review

"Goal is undoubtedly a superb game, you can never have too many good football games and Goal is certainly one of the best" - The One

## **STRIKER**

"A great and very playable football game" - PC Review

"It's a stunning debut, and all Striker is missing is the half time oranges" - CU Amiga

## **CHAMPIONSHIP MANAGER 93/94**

"The attention to detail is excellent and the number of features too numerous to mention..." - Amiga Format

"The most addictive management game available. It's still the best" - PC Zone

**THIS INVINCIBLE COLLECTION OF FOUR NO.1 CHART TOPPERS CANNOT BE RIVALLED!**

**AVAILABLE FOR IBM PC & AMIGA**

© Sensible Software © 1992 Newbridge © 1993 Dino Dini © 1993 Virgin Games  
© 1993 Pique Software © 1993 Danmark Group Ltd. © 1993 Empire Software

This game is not endorsed by any individual or entity whether referred to or contained in the elements of the game or otherwise.

**empire**  
SOFTWARE





# CD32 ZONE

The only place for news and reviews on the CD32

## NEWS

If there is one section of the games market that has always done well, it's the compilation sector. Budget games are one thing, but the chance to buy four or five top-selling games for the price of one is a lure that has pulled gamersplayers in since the dawn of time. The biggest gripe has always been, though, that games move on to compilations too quickly – no sooner has a game left the top forty sales than it appears in a box with a few others. The CD32 seems to be the ideal place to put all these great games. There are already more than enough A1200 ports being dumped onto Compact Discs to show that it works, so why not stick four or five games on a CD? Hey software houses – make a bit of money and offload your back catalogue onto CD without making the punters feel ripped off! And punters – build up your software collection in no time at all! Let's see Award Winners CD32, Combat Classics CD32 and many more. Okay, so you won't give people a real reason to buy a CD32, but you'll sure give them reason to stay.

Tony Dillon  
Games Editor



## DARK SEEDY

Cyberdreams, the proclaimed heroes of the PC CD-ROM market, are coming to the CD32 next month with the long awaited CD release of *Darkseed*. If you can't remember back far enough, the floppy version caused a hell of a stir when the moment it was announced, simply because the main game artist was to be none other than the great H.R. Giger himself – the man who created the alien creatures for the *Alien* series of films. The game looked fantastic, but flimsy playability let the original Amiga version down. The CD version looks a treat however, lavishing over a thousand lines of speech onto the player, along with all the usual thrills. We'll have a full review next issue.



## CD BURNING

Reviewed this month, *Grandslam's Bump N' Burn* has been causing quite a stir. Steel yourself as it prepares to stir you further on CD32. On release two months after the floppy version, the compact disc will feature more levels, 256 colour graphics, speech, music and all manner of other exciting enhancements. Can you believe your luck? Aren't you glad you bought a CD32?

Call Grandslam Video on  
081 685 7044



## WE'RE ON OUR WAY TO WEMBLEY

This game has arrived a little too late for review this month, but as it's quite an important release we thought that we had best tell you about it. *Wembley International Soccer* is the first release on CD32 from Audiogenic, and also the first release under the Wembley licence, and to be honest it doesn't look at all bad. Using an improved game engine to that used in Ocean's *F.A. Premier League Champions*, coded by Denton Designs for Audiogenic, the game allows you to view the match from above or the more classic side view, play the World Cup or a fantasy league, on many different types of pitch with any of the world teams! As the box says, it's so good, you'll want to show all your friends. Check out the review next issue to find out if you'll get to keep them afterwards. For more details call Audiogenic on 081 424 2244.



## SILMARILS SILVERLY DEBUT

French developers Silmarils are lining up a CD extravaganza for the third quarter of '94. Already they have the whole world shivering with excitement over *Robinson's Requiem* and *Ishar 3*, and now they have decided to add a twitch with the news that both games will make it onto the CD medium. Full details have yet to be revealed, but what we can tell you is that *Robinson's Requiem* will have even better graphics with animated background scenery, and even a fair bit of speech. *Ishar 3* will doubtless follow along the same lines. Both are due for release some time in October. Call Daze on 071 328 2762.



# Diary of a

## PART

## 4

This month, we join Dave and John as they start work on the animation sequences in *Space Academy*. In

the first part of this series, Dave and John said they would be using *LightWave* for producing the animation sequences but they had difficulty getting hold of a *LightWave*. This has all turned out for the best, however, as they've just heard that *LightWave* is now going to be produced as a stand alone program retailing at about 40% less than the *LightWave*/*LightWave* combination. The initial work was actually produced using the PD package *POVRAY* which they find easier to work with than *Imagine*. Next month, we'll find out how the transition to *LightWave* has gone but for now.

## IMPORTANT MILESTONES

When undertaking a project for a games publisher you have to supply them with a list of milestones so that they can check progress and make sure that the game development is going on time. This list has now been agreed with Mindspace. Milestone number one is to have the hero skating around level one and milestone number two is to have level one complete with all puzzles working. The time from milestone one to two is only two weeks, so Stellar Genesis Agency have their work cut out.

To achieve the effect of the characters moving behind glass or into shadows, the colour of each sprite's pixels were modified as they were plotted to either lighten or darken them. However, there were a few details to be tidied up. Dave explains: "When it came to testing this on the game I realised that because we are using different palettes in each room, with different colours of glass panels, a simple pixel value change would not work. The way I overcame this was to split each colour in the palette into its red, green and blue values as they are read in from CD. So, before I started the room, I found the closest match in the table for each pixel value, for both the glass and the shadows, so that if the glass panel is a green glass, the pixels will be tinted with a shade of green, rather than just darkening the value. This allows a very realistic transformation of the values, especially where the sprites pass behind two glass panels at the same time which gives a darker value for those pixels."

Finally, with the colours sorted out, the first milestone has been reached and sent off to the publisher. Now for the next milestone – the puzzles.

John explains how they approach the task of sorting out the puzzles: "Dave and I got together and hammered out what was needed in the way of graphics to allow me to put them into the game. We didn't want to make the first level too difficult as we wanted to make sure that most people would be able to complete it reasonably easily. The nasty bits



Above: a screenshot of the fully "dressed" (ie with sprites and graphics) room which last month's article spent quite some time discussing.

come later! The graphics I need are switches, sliding doors, travelators, escalators, drinks fountains, food machines, cupboards, moving platforms, teleporters and last, but not least, the *Space Academy Saboteurs* (SAS men).

"These SAS men are your main problem on all the levels. They will keep attacking you, until you can find the room where they are teleporting to and disable the teleporter. The longer you take to find this room, the more men you will have to fight off. Your weapon does not have unlimited ammunition and you will need to search all the cupboards to find both new weapons and ammunition. You will also need to find and consume food and drink to keep your strength up."

The hero's laptop computer (see screen shot far right) is another

vital component in the game. The laptop is the main communication area of the game – all information about your condition, thirst level, sustenance level, amount of the level completed etc is provided on this screen. As information is found in the game, at various points, you have to update your smart card and place it in the laptop. The data is then displayed on the screen for you to see.

The various buttons on the laptop are used by you to place information back into the card to send to various bits of equipment you find on your travels.

Various doors on all levels will only open when your "experience level" has reached a sufficient point, the laptop keeps a track of this and will update your smart card at the appropriate time allowing access to



# game

**This month, Lisa Collins pops in for a coffee and a chat with the boys from Stellar Genesis Agency.**

these previously closed areas.

The smart card is used for many things. Besides opening doors and allowing the lifts to be used, its main function is to interact with the video walls which are found on each level. These walls will provide you with helpful hints on your progress, and also various bits of news from the outside world, which may or may not be helpful to you in your travels.

Dave is currently designing the scripts that will be needed on these walls, so that they can video various people (friend and relations probably, even if they don't realise it yet!) reading the scripts and use them in the game.


The plan is for the speech to be heard in English, with other languages appearing as subtitles

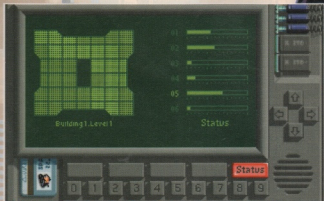
depending on the language selected at the start of the game.

## BEAM ME UP...

One of the Agency's favourite bits of equipment is the teleporter. On each level there are two teleporters. When you find one you can pick it up and carry it around with you until you find a place where you want to escape back to. This could either be a safe room where you can recover from your wounds, or a room with a food machine or a munition cache you set up for yourself. Stepping on a transporter activates it. You can move these transporters and use them anywhere you want to.

That's it for another month. As we leave the Stellar Genesis Agency, John is busily making the

escalators work properly and Dave is preparing the graphics for the next milestone – the first four levels of building one to be completed. There will be a lot of late nights between now and the next instalment of this article, when you'll find out if they manage to make the grade and hit the next Milestone. 



All information about your condition, third level, where you are in the game and so on is provided on the laptop.

A frame taken from the opening animation shot which shows the outside of the first building.



# Technical Excellence

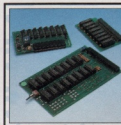
SALES HOTLINE 0582 491949 (6 Lines) EST 1984



## PRO AGNUS 2MB

Provides a full 2MB of Chip Memory for the Amiga 500 and AT500/2000 • Designed and built in England • Supplied with 8375 Obese Agnus • Includes 2MB Memory on board in the form of low power Zips • Allows the processing of elaborate animation and sound sampling • Provides the same max. chip memory as the A1200/A4000 & 500+ • Increases addressable memory space from 9MB to 10MB • Complete with full instructions and flying leads • British made

Pro AGNUS 2MB .....£129  
(free flying available - please for details)



## A500 MEMORY EXPANSIONS

### A500 Pro-Ram 0.5Meg Upgrade

Allows 1MB software to run  
Chip memory compatible  
British made

Without clock .....£16  
With clock .....£19

### A500 Pro-Ram 1.5Meg Upgrade

Gives a full 2MB of memory .....£78

A500+ 1MB Meg Upgrade .....£29.95

## POWER SUPPLY UNITS



Allows the addition of peripherals without damage to computer or power supply

Why risk damaging your expensive kit when one simple investment will ensure total peace of mind now and for the future

Switch mode design  
Full crow bar protection  
British made

A500 Power supply unit .....£44.95  
A1200 Power supply unit .....£54.95  
A600 Power supply unit .....£44.95  
A500 Power supply unit .....£44.95  
GVP HD Power supply unit .....£49.95  
CD12 Power supply unit .....£44.95

## 3.5" EXTERNAL DRIVE



High Quality  
Renowned and proven reliability  
Anti-click  
Long moulded cable  
Slimline design  
High impact plastic

Cumana external drive .....£57  
Cumana external drive + 100 capacity disk box .....£61  
Cumana external drive + 100 capacity disk box 20 blank disks .....£66  
A500/A500+ Internal replacement disk drive .....£47  
A600/A1200 Internal replacement disk drive .....£59  
A2000 Internal replacement disk drive .....£57

## COLOUR PRINTERS



High quality premium range of Amiga printers

Two year manufacturers warranty  
Complete with cable

Citizen registered for dealer plus service  
Paranotic Centre of Excellence

Swift 90 Colour .....£157  
Swift 200 Colour .....£189  
Swift 240 Colour .....£219  
Paranotic KXP 1120 6 pin 80 column, 180 CPS Draft .....£109  
Paranotic KXP 2123 Colour 24 pin 80 column, 180 CPS Draft .....£199  
HP Deskjet 600 Colour .....£469  
HP Laserjet 4 .....£594  
(HP page not included)

## CHIPS & SPARES



KickStart 2.04 Kit .....£79  
KickStart 2.04 .....£24  
KickStart 1.3 .....£17  
KickStart ROM Swapper (Swap between KickStarts) .....£18  
Father Agnus 8172 .....£24  
Obese Agnus 8375 .....£39  
Hi-Res Dense .....£16  
1MB x 9 Siemens 5101 .....£39  
1MB x 4 Zips .....£19  
8520 CIA .....£7  
32 Simms 1MB .....£62  
32 Simms 2MB .....£104  
32 Simms 4MB .....£149  
32 Simms 8MB .....£289  
A500+ module .....£36  
Replacement mouse .....£13.99  
A500 Internal Disk Drive .....£47  
A600/A1200 Internal Drive .....£59  
3.5" IDE/5" IDE cable .....£19.99  
Spike suppression plug .....£14.99

**STOP PRESS**  
NEW INNOVATIONS

Now the power of the modem is within your grasp with the advent of these cost effective Pro range of hi-spec modems. Auto-dial auto-answer. Hayes compatible.

Pro 2400 FP - Fax Modem v22, v22 BIS, V21, V29, V27 TER, 300-2400 BPS/Fax 9600 .....£79

Pro VC144E - Fax Modem v22, v22 BIS, V21, V29, V27 TER, V32/V44 BIS .....£189

All modems inclusive of Commis software, leads and power supply.

Amiga 500 ex-demo computer Inc. psu+leads .....£179

Pro Sys removable 3.5in. Hard Drive 105Mb, 17MS .....(Internal 1DE) £479 (External 1DE) £579

How to make your Amiga into a robot controller - Ask for catalogue

**SALES HOTLINE 0582 491949 (6 LINES), 0480 471117 (24HR), FAX 0582 505900**

Credit card ordering by phone is easy. Simply phone our sales hotline quoting your credit card number, expiry date, name and address and the products you wish to order and we'll do the rest. Alternatively write the above details on your letter when ordering by post.

When ordering by post in cheque form please write your cheque card guarantee number on the reverse of the cheque and send along with your order. Postal orders are also accepted.

MINIMUM ORDER AMOUNT £15.00  
NO DELIVERY CHARGES TO UK MAINLAND. Should you wish your order to be sent by courier service please add £5. this method secures the item with full insurance, not express.

WARRANTY: One year warranty return to base. **ONE YEAR EXTENDED WARRANTY:** Available on all products at 10% of purchase price when ordering.

## Where to find us!

Head Office  
WTS Electronic Ltd  
Chaul End Lane  
Luton  
0582 491949

Computer Mall Bedford  
The Harpur Centre  
Bedford  
0234 218228

Computer Mall St.Neots  
Priory Mall Shopping Centre  
St.Neots  
0480 471117

Computer Mall Hertford  
49 Railway Street  
Hertford  
0952 503666

Computer Mall Dunstable  
84 High Street North  
Dunstable  
Bedfordshire  
0582 475747

# Scavenger 4



Somewhere in London, a group of highly-trained artists, programmers and musicians are in the final stages of giving birth to *Scavenger 4* – the follow up

to the mammoth *Microcosm*. CU AMIGA brings you the first look.



It's all high tech, futuristic stuff in this game, none of your hand-propelled engines here.

**M**icrocosm was a fantastic-looking game, there is no denying it. I only use the past tense because I've just spent a day watching some of the animations for its sequel of sorts, *Scavenger 4*, and knock me down with a small post office if they aren't the single most

the FM Towns console in Japan, *Scavenger* takes everything that was right about *Microcosm* and makes it better. Any problems that people had with the original have been corrected, and the result is the most playable Towns game I have seen so far.

The CD32 version looks like it's going to be even better. Faster attack waves, more logical combat patterns and a more linear game style. Gone are the junctions and maps of *Microcosm*, to be replaced with a straight A to Z shoot em up with incredible graphics. After gawping at

the game is based in, which has gone out of control and has taken over the different military installations that defend each of the planets," begins Stewart: "You are sent into the system on the *Scavenger 4* ship, and have to go down to each of the planets and take out the computer

systems there. Essentially, you are just flying around the system, trying to put the computer back on its tracks."

A simple enough plot, for a simple enough shoot em up. How long has it been in production? "The

*Scavenger* escapade origi-

nally started when the FM Towns version of *Microcosm* was completed. It was finished on the Towns about three or four months later, and then we started on the CD32 conversion in March. We already have all the graphics, so all we are doing at the moment is creating the code."

## SUPERB GRAPHICS

The graphics are what we are really here to talk about, however. How

long has it taken to create those stunning images, the ones that take you from the depths of space, over a fiery volcanic world, through a desert and finally into an enormous city. "It's taken about six months to create all the graphics, using twelve artists. Converting it to CD32, however, takes no time at all. As always, those lovely Psychosis boys and girls



What glorious colours are in the game as you can see from this screenshot.

the graphics for a while, I dragged coders Stewart Sargison, Richard Weekes and Pete Marshall down to the canteen for a coffee and a chat about the game. First things first, though. What is the game about?

"The plot as far as we are concerned is about this computer system that defends the entire solar system





have been slogging their guts out on Silicon Graphics workstations, and as a result converting an image from the smaller resolution of an FM Towns console to standard Amiga IFFs can be done in a frame (that's 25 image conversions a second to you and I)."

You will have undoubtedly noticed that the graphics have a completely

out of Godzilla, and it carries on through the game. There's a huge Akira sequence when one of the cities explodes."

### BIG IS BEST

One of the most impressive things

about the visuals is that they are full screen. Goodbye to the small

window of Microcosm, and hello to Widescreen TV. In the first game, you originally played with a first person perspective,

hence the cockpit, although that was changed on the Mega CD and CD32 versions. How has it been working to a larger window? "It saves us a lot of time, actually. We could render the stuff again, but the rendering time it takes to create 60,000 frames or animation wouldn't be worth it. So instead all we have done is take the original FM Towns graphics and stretch them across the screen. It looks really good,

actually. You can't tell that they've been stretched."

The only reason I could think of for the original Microcosm images being in a box would be one of speed. With the limited access speed of CD-ROM, aren't there problems with running full screen images at 25 frames per second? Any

graphic artist looking at these pages will be able to spot that the backgrounds are no longer 16 colour, but are in 64 four, which puts even more pressure on the processor. "Yes, we have, but that's what we've spent the last few months working on. Just moving up from 16 colours to 64 is asking a lot of the system, but it's great what you can actually do with the Amiga. Obviously there is a downside to it all, and in this case we lose two colours on the sprites, but really you don't notice that."

The one other main change to the graphic style of the game is the fact that the player now interacts fully with the scrolling backdrop, not just the sprites that fly over it. If you travel down a canyon, then you can die by scraping along the side of the canal. This adds a completely new challenge to the game - just keeping your ship in the air long enough to actually fight something!

I could go on for longer about how great the game looks, but I think it would be fairer just to show you, so enough of the text, and let the pictures speak for themselves!

Next month we'll take an even deeper look. **21**



Heed I say any more. These pictures just speak for themselves. Just look at the staggering detail and style of the graphics.



What's this I see before me? It's a golden heart-shaped thing with wings.

different feel this time around. Gone are all the organic curves of Soft Image, and in their place come the futuristic hard edges of Alias. Naturally, the software can't hold all the blame (or should that be credit). The dozen artists are the people who have made the game look so good, and I asked Stewart exactly what sort of influence were they chasing. "That's been up to each individual artist. The main overriding influence, however, has to be Akira and other Manga influences. One of the guardians is very much like Rodan



# SIMON THE SORCERER



**With talking goats and woodworm and tv star Chris Barrie playing the lead, *Simon the Sorcerer* breaks new ground on CD32. Dean Evans listens in.**

**I**f you haven't come across Adventuresoft's *Simon the Sorcerer* before, you've been missing out in a big, possibly huge way. Not since *Monkey Island* has there been such a genuinely funny, chuckle-inducing graphic adventure on the Amiga, and *Simon the Sorcerer* isn't just another point-and-click, 'ooh nice graphics' sort of adventure either but a slick, humorous and superbly drawn fantasy. And if it was good on the Amiga, it's downright fantastic on the CD32.

## CUTE AND WINSOME

If you haven't come across the game before, the plot goes something like this. After an inter-dimensional gateway opens up in his bedroom, Simon, the game's 14 year-old hero, stumbles bravely into it (after his

dog) and ends up in a bizarre, Tolkien-esque fantasy world. He has absolutely no idea where anybody or anything is and worst of all, he has nothing to help him except a fridge magnet and a pair of hair-dressing scissors.

But this is just the beginning of his troubles. Like many an adventure game before it, *Simon the Sorcerer's* plot unashamedly revolves around that reliable old plot device, the quest. Not only must he rescue the good wizard Calypso from the evil clutches of Sordid the Sorcerer, but along the way Simon must complete a number of mini-quests; finding the staff of Nafnin the Necromancer for example and making a magical axe-head for a melancholy woodcutter so he can chop down rubber trees.

Adventuresoft have created a weird and wonderful land, where fairy tale, classic fantasy and comedy mix together in twisted but totally recognisable forms. In fact, it's a bit like the scene in *Who Framed Roger Rabbit*? where Bob Hoskins walks through the studio backlot surrounded by a whole host of cartoon characters like Dumbo and the dancing Hippos from *Fantasia*. In Simon you've got *Rapunzel*, the *Three Billy Goats Gruff* (complete with troll), a

chest with teeth (vaguely reminiscent of Terry Pratchett's *Luggage*) and even Gollum and his 'precious' magic ring.

**WHY IT'S BEAUTIFUL..**

If there's one thing that really stands out in this game it's the fact that all of the backgrounds have been carefully hand drawn, first onto paper by the artists then scanned into the computer using an ordinary hand scanner. The



black and white drawings have then been retouched and coloured in *Autodesk Animator Pro* to produce the stunning background images you see here.

Of course, sumptuous backgrounds alone don't make a good game (though they help enormously), and these images are complimented by some superb and detailed character animation. Shunning the current trend for using digitised graphics, Adventure Soft have concentrated on developing a quirky, cartoon style. Simon himself, struts purposefully around, confidently leaping across icy ledges and scaling



tower walls. There's over 1,000 frames of animation in the Swampthing scene alone and there's also a sneezing dragon, a walking chest and my personal favourite a brilliantly-animated goblin guard who industriously picks his nose and then secretly eats the contents.

## OKEY DOKEY LISTER

Okay so it has great graphics and first-rate animation but what does the CD32 version have that the Amiga one doesn't? Well, as the game is on a shiny CD it now features a CD quality soundtrack and lots of comical boings, crashes and bangs that were sadly missing from the Amiga disk version.

But the main reason for buying *Simon CD* is the fact that it's got digitised speech throughout. With Chris Barrie (he of *Red Dwarf* and *The Brittas Empire* fame) taking the lead role and assorted actors, friends and passers-by helping out, the game has been transformed. It's so much better. Chris Barrie is suitably nerdy as Simon while the *Swampings* and the *Wood Worm* just have to be heard to be believed.

While PC owners have had CD adventures and digitised speech coming out of their ears, it's finally nice to see the CD32 catching up. Okay, I admit some of the voices are a bit dodgy but on the whole Aventuresoft have done a damned good job. Not only is *Simon the Sorcerer* a difficult and challenging adventure but this new CD version is an aural treat.

**ADVENTURESOF £34.99**

CS12 ONLY

ADVENTURE SOFT PO BOX 786,  
SUTTON COLDFIELD, W. MIDLANDS  
B74 4HQ TEL: 0322 297797

RELEASE DATE:

**GENRE:**

TEAM:

### CONTROLS:

NUMBER OF PLAYERS:

MEMORY:

JULY

ADVENTURE

IN HOUSE

JOYPAD

1

1MB

GRAPHICS	+++++91%
SOUND	+++++93%
LASTABILITY	+++++92%
PLAYABILITY	+++++90%

**Without doubt the best Adventure on the CD32.**

**OVERALL 90%**

# THE FIRST EVER AMIGA SPEECH ADVENTURE

In this revolutionary Speech Adventure you are the prince's mentor on his quest to avenge his father's murder at the hands of Infinity. Inching your way through four vast levels in the chilling castle of Valhalla, you enter a world crammed with logical puzzles and richly interactive characters. The cinematic graphics are dazzling, the spine-tingling soundtrack mesmerising in this magical world of words which redefines the adventure game and leaves you speechless....

- Over 1,000 individual spoken words.
- 30 characters, 4 mega levels.
- A host of brain-melting logical puzzles.
- User friendly icons.
- Atmospheric sound tracks.
- Amazing graphics.
- Handy save function.
- No disk swapping.



94%

“It is possibly the most instantly captivating game ever”



90%

“Vulcan Software have come up with a groundbreaking piece of software”



HEAR IT NOW ON AMIGA

© 1994 Vulcan Software. All rights reserved.

Distributed and Marketed by: The Camel Group, Sheffield.  
Vulcan Software, Version 1.00, 27 Lonsdale Road, Blackhead,  
Portsmouth, Hants. PO1 2NA. Tel: 0709 631299



# DO YOU WANT TO BE FAMOUS?

Here is your chance to win fame, stardom and riches beyond belief. Well actually one of ten Simon the Sorcerer CDs and a chance to appear in the sequel.

By simply answering the questions below you can win one of ten copies of the new CD32 *Simon the Sorcerer*, and one lucky winner will go on to see the development of the game and to star as him/herself in the follow-up sequel.

All you need do to enter the competition is jot your name and address down on the back of a postcard with answers to the following three simple questions.

- 1 What colour is *Simon the Sorcerer's* Hat?
- 2 Which character in *Red Dwarf* does Chris Barrie play?
- 3 How many megabytes can a CD disc hold?

Then send it off to:  
 'OOHHH I WANT TO BE FAMOUS',  
 CU AMIGA, Priory Court, Farringdon Lane, London EC1R 3AU.

## THE RULES

1. No employees or bosses of EMAP Images or Adventuresoft may enter.
2. The judges decision is final – even if you don't agree with it!
3. No correspondence regarding this competition will be entered into.
4. Any postcards from other magazines will be ignored; nay burnt, vacuumed up and then thrown into the pit of despair.

# CLUB FOOTBALL **Can You**



screenshots taken from PC version

# **Manage It?**

**THE MANAGER**  
**THE ULTIMATE FOOTBALL MANAGEMENT**  
**SIMULATION FOR YOUR AMIGA**

#### **The Tactician**

Select your team and play the transfer market using real player data to make your decision. Unique tactical section enables you to have total control of individual players. Change your tactics during the game using the unique preset tactical options-should you hold onto that one goal lead or go for another? Review the comprehensive and detailed statistics to plan your progress when you need to.

#### **The Coach**

Organise your coaching and training. Get your scouts "on the ground" invest in your youth team and nurse your injury list back to full fitness. Select the best backroom staff to maximise your team's performance.

#### **The Manager**

Deal with full post-match newspaper reports on your performance. Take tough decisions, deal with your chairman, sponsors and fans.

#### **The Businessman**

Negotiate your contract, look after yourself and make sure you're the boss of your own destiny.

#### **The Winner**

You're a 35 year old new boy - how long is it going to take you to get promotion, fill your trophy cabinet and build a dynasty. Your time is up after 30 seasons at the top.

We have managed to create an ultra advanced **ARTIFICIAL INTELLIGENCE** simulation of gameplay and player decisions. Relive the superb animated highlights of goals, saves and injuries. Everything you get in any other management simulation and more.

**CAN YOU MANAGE IT?**

Amiga version  
available in Mid June  
**RRP £29.99.**

Published by:  
IMAGINE  
HOME  
ENTERTAINMENTS  
LIMITED

distributed by:  
**Software**  
**BUSINESS**  
for further information contact  
us on 0480 456497

## INDI DIRECT MAIL

is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision and here's why. Ind is a wholly owned subsidiary of a public company now in its eleventh year of trading and specialising in the supply of computer products.

With a group turnover approaching £30 million per annum, INDI have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

## No Deposit Credit 5 Years to Pay

INDI are now able to offer competitive credit facilities on all orders over £100. Payment can be over 12, 24, 36, 48 or 60 Months and can include insurance to cover repayments in the event of sickness or unemployment. All credit facilities are subject to status and applicants must be over the age of 18. If you would like a quote, simply call our sales line where acceptance can normally be notified within the hour.

## Express Cheque Clearance

Simply write your cheque guarantee card number, name and address on the back of your cheque and we will normally be able to despatch your order the day that we receive your cheque. Cheques, received without a cheque guarantee card number, will normally clear within a maximum 7 working days.

### INDI TELESales

TEL 0543 419999 FAX 0543 418079  
9am - 6pm Monday to Friday  
9.30am - 3.30pm Saturdays

### AlfaScan - Plus 256 Greyscale Alfa Colour 256K Colour Hand Scanner



**£129.99**

Alpha Scan Plus  
With OCR software

**£334.99**

Alpha Colour  
With OCR software

### PACE MODEMS The No. 1 in Telecoms

#### The MICROLIN FX.

Everything you need in a Fax Modem.  
Simple to set up and use.  
Universally compatible.  
100% accurate data and image transmission.

**£169.99**

#### The MICROLIN FX 32 PLUS

The high powered performer:  
High Speed Group 3 14400 bps and 9600 bps for fax transferring at 34 pps in seconds.  
V.42/V.42bis error correction and data compression, a great money saver when you have volumes of data to transmit.

**£269.99**

Complete with Grib-Wave Telecom Software, available for all Amiga (Except AS36)

**£70 OFF**  
Spectacular Voyage  
CD32 Pack  
No deposit credit terms available



### Competition Pro CD32 Control Pad

Competition Pro CD32 control pad.

Why not add a second control pad and really compete!

- \* Turbo fire and Auto Fire
- \* Slow motion selector
- \* 8 way SuperSwitch
- \* Control pad for both CD games and audio CD

**£14.99**

~~£19.99~~

ONCE AGAIN INDI BRING YOU THE BEST DEAL IN TOWN WITH A ALL **£54 OFF** THE FABULOUS **SPECTACULAR CD32 VOYAGE PACK**. WHY SO GENEROUS? IT'S SIMPLE. THE MORE CD32 WE SELL, THE MORE SOFTWARE YOU WILL BUY AND AT INDI PRICES WHO COULD BLAME YOU!

## DON'T FORGET!

Amiga CD32 Comes with **2 GREAT GAMES**  
Microcosm and Chaos Engine and whilst stocks last Oscar, Diggers, Wing Commander and Dangerous Streets.  
CD32 will play your favourite Music CD's

**£229.99**

~~£299.99~~

Commodore Unit Price

### Amiga CD32 Software Titles

FRONTIER ELITE II	£19.99
Microcosm	£32.99
Deepcore	£16.99
Sensible Soccer	£17.99
Labyrinth	£19.99
Gunslinger 2000	£19.99
Overkill / Lunar	£18.99
Pitbull Fantasies	£21.99
Pirates Gold	£19.99
Fire and Ice	£16.49
Swick and Destroy	£16.49
Bubba 'n' Sex	£19.99
Nick Faldo Golf	£24.99
Liberation	£22.99

**DON'T DELAY - ORDER TODAY**

### Pro Graphics Multi Sync Monitor with Stereo Speakers



Indi are proud to announce the arrival of the Pro Graphics Multi Sync Amiga Compatible Colour Monitor.  
This superb monitor offers a high quality 0.28 dot pitch and low radiation total MPRA1 compliance. Complete with external Stereo Speakers and includes all leads - this is the monitor that we have all been waiting for.

External  
Speakers  
Included

**£295.99**

### Monitor Comparison

	Size	Price	Input	Approval	Price
Commodore 1942	14"	0.32	Analog RGB		£349.99
Pro Graphics Multi Sync 14"	0.28		Analog RGB	MPR II	£295.99

plus external Stereo Speakers

Add a pair of our Quality Stereo Speakers to your existing Monitor. Indi Price **£16.99**

### Zappo External Floppy Drive

**LOW LOW PRICE**



You've seen all the reviews on this popular and affordable second Amiga drive. \*Compatible with all Amigas  
Quality 9 out of 10.  
Exceptional value for money.

Amiga Computing

**£48.99**

### Sharp Monitor / TV



**£169.99**

2 Mb Smartcard

The original and still the only fully PCMCIA compatible memory card for the A400 and A1200. Comes with lifetime guarantee. Beware of cheap imitations. **INDI PRICE £99.99**

4 Mb Smartcard

same as above but maximum 40Mb. **INDI PRICE £155.99**



### New Low Price IDE Internal Hard Drives

Indi can now offer top quality 2.5" Internal Hard Drives for the Amiga 600 and 1200 at unbeatable prices. All drives come complete with cable and installation software.

**80Mb 2.5" Internal HD's £169.99**

**120Mb 2.5" Internal HD's £214.99**

**170Mb 2.5" Internal HD's £249.99**

**Zappo 601**

Trapdoor upgrade for the Amiga 600, 1Mb with RTC. **INDI PRICE £49.99**

**Zappo 601 NC**

As above only 512K, no clock. **INDI PRICE £29.99**

### Amiga 600 with 20 Mb Hard Drive + 12 Months



### On Site Warranty

A genuinely unrepeatable deal combining an Amiga 600, 20 Mb Hard Drive and a fantastic range of games and utility software.

**TRIVIAL PURSUITS** - The Classic Quiz  
**EPIC** - Science Fiction Adventure  
**MYTH** - Question the judgement of the Gods

**ROME** - Capture the purple Robe of the Imperial Roman Empire  
**AD 92** - Role playing adventure

**AMIGA TEXT**  
A powerful word processing package simple to use but highly sophisticated you'll be amazed at your professional results

**DELUXE PAINT '81**  
Movie quality animation at the press of a key, 3D perspectives and a complete set of paint tools

**PRICE CRASH!!**

**£229.99**

**TEL: 0543 419 999 FAX: 418 079**

# Panasonic

# UNREPEATABLE!

**Colour  
Printer  
Deal !!**

**DON'T JUST TAKE OUR WORD FOR IT CHECK AROUND!!**

OUR BUYERS HAVE DONE IT AGAIN, THE TOP QUALITY **PANASONIC COLOUR PRINTER** AT AN UNREPEATABLE PRICE. THIS IS A ONE OFF DEAL AND CANNOT BE REPEATED SO YOU MUST TELEPHONE TO CONFIRM THAT WE STILL HAVE STOCKS



## Panasonic KX - P2123

- Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 SLQ.
- Colour Printing** 7 Colour palette (black, red, green, yellow, violet, magenta, black)
- Quiet printing** Super quiet 43.5-46 dba sound level (most matrix printers are typically in excess of 60db)
- 7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier, Prestige, Bold PS Roman, Script and San Serif fonts.
- 24 Pin Diamond Shaped Printhead** High performance and high quality output. For total peace of mind.
- 1 year Warranty**
- With Free Wordworth or Batman Returns / Elite II

**FREE**

- DUSTCOVER
- COLOUR RIBBON
- BLACK RIBBON
- INDI SOFTWARE OPTION

WORDWORTH OR BATMAN RETURNS / ELITE II

~~£209.50~~

**£189.99**

**FIRST COME FIRST SERVED**

## Panasonic KX - P4400

**NEW Ultra - Compact LED Page Printer** Announcing the Panasonic KX - P 4400 LED Page printer, the printer that fits virtually anywhere. Ultra small foot print (12.7cm X 38.1cm) and under 6.5 kg, this printer travels with you.

- 4 pages per minute of crisp, 300 dpi laser quality output.
- 100 sheet, multi purpose paper tray (A4, letter, legal and executive)
- 28 internal bitmapped fonts
- HP laserjet series IIP
- 1 Mb Ram expandable to 5 Mb
- 1600 copies per toner.
- 1 Year On Site Warranty

~~£887~~  
**£469.99**



## Panasonic KX - P5400

Adobe Postscript LED Page printer now available. Specification as above plus \* 2 Mb Ram standard \* Adobe Postscript level One 17 Adobe Fonts \* Optional AppleTalk interface available

**£759.99**

## Printer Accessories

- Printer Dust Cover** specially designed quality dust cover for the Panasonic KX-P2123 printer **INDI PRICE £8.99**
- Printer Stand** for printer, made of heavy duty metal **INDI PRICE £9.99**
- Paper Pack** 200 sheets of quality A4 paper **INDI PRICE £5.99**
- Continuous Paper** 500 sheets of quality A4 paper **INDI PRICE £19.99**
- Parallel Printer Cable** to be used when connecting Amiga to desktop printers **INDI PRICE £6.99**
- Panasonic Colour Ribbon** for ribbon for KX-P2123 **INDI PRICE £12.99**
- Panasonic Black Ribbon** for ribbon for KX-P2123 **INDI PRICE £6.99**

## Panasonic KX - P1150



This quality 9-pin mono dot matrix printer represents excellent value for money.

- \* 9 - pin narrow carriage
- \* 7 Fonts
- \* 240CPS, 18 CPS NLQ
- \* 1 Year Warranty
- \* Paper parking

~~£148~~  
**£114.99**

## Panasonic KX - P2023



- Quiet printing** 44.5 dba standard mode. 43.5 dba super quiet mode
- On screen set up disk** - including printer driver for Windows 3.1
- Fast Printing Speeds** 192 CPS draft, 64 CPS LQ, Courier, Prestige, Bold PS and Script
- 4 Resident Fonts** Top and Rear for total peace of mind
- 2 Paper Paths** 1 year Warranty

Recently reviewed by Amiga Format "A fine 24-pin dot matrix printer at a reasonable price. Buy from INDI and SAVE OVER £72. Buy this superb printer for just £144.99! And whilst stocks last we'll send you a voucher for a free auto cut sheetfeeder WORTH A FORTUNE £85.

~~£217.00~~  
**£144.99**

**FREE SHEETFEEDER**

## KX-P4410 Laser Printing KX-P4430

- 5 pages per minute
- 28 resident fonts
- Optional 2nd input bin (total printer capacity 2x200 sheets)
- Low running costs
- Parallel interface
- Optional memory expansion to 4.5 Mb (0.5 Mb as standard)
- HP laserjet II emulation
- Including Superprint



- Seingsprint (optimum resolution technology)
- 5 pages per minute
- HP laserjet II emulation, PCL 5
- 8 scalable fonts, 28 bitmapped fonts
- Optional 2nd input bin (total printer capacity 2x 200 sheets)
- Optional memory expansion to 5Mb (1Mb as standard)

**New Low Prices!**  
**£449.99**

**SAVE £289**

Whilst Stocks Last



**New Low Prices!**  
**£649.99**

WORDWORTH AGA COMPLETELY FREE WITH LASER PRINTERS

## Indi Direct Mail Customer Charter

INDI DIRECT MAIL is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be in the area. should you need them.

A mail order purchase from INDI is a safe and secure decision and here's why. Indi is a wholly owned subsidiary of a public company now in its eleventh year of trading and specialising in the supply of computer printers.

With a group turnover approaching £30 million per annum, INDI have the resources and the purchasing power to offer you the best deal, deliver them next day nationwide and always be around when you need us.

### No Deposit Credit

Indi are now able to offer Competitive Credit Facilities on all orders over £100 subject to status. Payments can be over 12, 24, 36, 48 or 60 months and can include insurance to cover repayments in the event of sickness or unemployment. Why not ring for a quote. Same day response.



**EXPORT NUMBERS**  
TEL (44)543 419999  
FAX (44)543 418079

INDI DIRECT MAIL  
1 RINGWAY INDUSTRIAL ESTATE,  
EASTERN AVENUE,  
LICHFIELD STAFFS. WS13 7SF

PLEASE SEND £5 FOR SECURICOR DELIVERY

Please send 1) \_\_\_\_\_  
2) \_\_\_\_\_  
3) \_\_\_\_\_  
I enclose cheque/ PO for £ \_\_\_\_\_ or charge my Access / Visa  
No. \_\_\_\_\_ Expiry \_\_\_\_\_ Signature \_\_\_\_\_  
Name \_\_\_\_\_  
Address \_\_\_\_\_

Postcode \_\_\_\_\_ Daytime Tel \_\_\_\_\_

**TEL: 0543 419 999 FAX: 418 079**

INDI DIRECT MAIL, recognises all Trade Marks and Copyrights. All prices are correct as time of going to press. E & O.

# NEW ZAPPO Smart Stor

## Zappo Smart Stor

- \* Fully configured
- \* Superfast Access
- \* 12 Months Warranty



## THE NEW ZAPPO SMART STOR

THE NEW ZAPPO SMART STOR PROVIDES GAMES AND DATA PORTABILITY NEVER BEFORE AVAILABLE TO THE AMIGA 600 AND 1200 OWNER. SIMPLY SLIP INTO THE PCMCIA SLOT ON YOUR AMIGA AND YOU HAVE ACCESS TO 20Mb OF SMART STORAGE. WANT TO RUN YOUR STORED GAMES OR DATA ON A FRIENDS' AMIGA, NO PROBLEM, SIMPLY UNPLUG THE SMART STOR AND YOU HAVE TOTAL PORTABILITY.

\*20 Mb

£139.99

\*30 Mb

£169.99

SPECIAL  
OFFER

## OPAL VISION MAINBOARD

The Opal Vision mainboard includes Opal Paint, Opal Animate, Opal Presents and Opal Hotkey.

FREE  
Montage 24

### THE BEST SELLING "REAL TIME" PROFESSIONAL VIDEO TITLING SOFTWARE.

For a limited period from 10 April until 30 June we will be giving away a FREE copy of Montage 24 worth 300 U.S. Dollars. Montage 24 features Real Time font scaling, embossing and shadowing, colour spreads and transparency effects with an effective resolution of 1 nanosecond. Its many image processing capabilities include translucency blending, image compositing and beveled boxes. Now you can enjoy the benefits of the ultimate in high quality 24 - bit titling for OpalVision and the Amiga.

Limited Offer

£349.99

includes FREE  
Montage 24

## OPAL VISION VIDEO PROCESSOR



We have received confirmation that the OpalVision VideoProcessor with Roaster Chip and the OpalVision Video Suite samples will be with us within weeks and volume supply will arrive early summer.

Video Processor  
Module

£899.99

Video Suite

£899.99

Voucher Price

£659.99

## ROMBO AUDIO VISUAL PRODUCTS



**Megamix.** Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source. **INDI PRICE £26.99**

**Take Two.** Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club. **INDI PRICE £34.99**



**Vidi Amiga 12.** The ultimate low cost colour digipos for the Amiga. "the best value full colour digipos on the market" - Amiga Format. **INDI PRICE £69.99**

**Rombo Vidi Amiga 12 (RT)**  
Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200/A4000. **INDI PRICE £129.99**

**Rombo Vidi Amiga 24 (RT)**  
For the more serious user, this 24 - bit version will again capture from any video source with true photo realistic images! A staggering 16.8 million colours can be utilised with incredible results. Full AGA chipset support. **INDI PRICE £129.99**

## AMIGA 4000 / 030

The new Amiga 4000 / 030 feature a EC 68030 processor running at an incredible 25 MHz. The A4000 / 030 has a powerful 2 Mb of 32 - bit RAM expandable to 18 Mb using industry standard 32 bit Simms module. In line with the A4000/040 the A4000/030 features the AGA graphics chipset giving you a massive 16.8 million colours.

New Low Price

170 mb  
2mb Chip Ram

£929.99

No Deposit Credit Terms Available  
Phone for price on Fast Ram

## BRILLIANCE

"Brilliant." Graphics Paint Package.  
In terms of design and sheer specifications Digital Creations really seem to have done everything right. Effectiveness... 99%." I really can't fault the end results" - CU Amiga Review **INDI PRICE £99.99 £144.99**

**FINAL WRITER** The most powerful word processor to grace the Amiga... 90% - CU Amiga **INDI PRICE £99.99 £124.99**

**FINAL COPY 2** "About as close to being a desktop publisher as a word processor dare go" - CU Amiga **INDI PRICE £62.99 £89.99**

## DELUXE HOME OFFICE

Three great programs to make your Amiga a powerful Business tool. "Mindwords 3 Word Processing" "Maxiplan 4 spreadsheet Database" "Info file" an incredible file of business utilities allowing you to store and organise addresses, phone numbers and business contacts. **INDI PRICE £49.99 £69.99** Amiga 500 / 500+ / 600 +1200

## SPECIAL EFFECTS PACKAGES

**Morph Plus**  
You've seen Michael Jackson's video, you've seen the television adverts using the latest techniques in morphing, now you can create the same results but at a fraction of the cost. **INDI PRICE £119.99**

**Deluxe Paint IV AGA**  
New enhancements to the software include the ability to paint and animate in 4096 colours in the Amiga Ham mode. New animation features also include metamorphosis allowing you to change one image into another. **INDI PRICE £64.99**

**Art Department Professional V2.5**  
The ultimate in image processor. With ADPro you can read, write and convert between most common image file formats with unmatched flexibility. **INDI PRICE £132.99**

**Real 3D V2**  
is a fully featured 3D animation modeling and rendering program. **INDI PRICE £38.99**

## END OF LINE PRODUCTS

We have a limited quantity of product that we must clear so check out these crazy prices.

**Commodore C2N Data Recorder**  
Brand New Product which works with the C64 **INDI PRICE £49.99**

**Rom's Sharer and I.3 Kickstart Rom**  
Have you bought an Amiga and can't run your old Amiga 500 I.3 games, here's your solution. **INDI PRICE £24.99**

**Roctee RockNight**  
A virus can be very expensive, so why not protect your Amiga A500 / 600 or 1200 with this great Anti-Virus unit. Fits between your floppy drive and Amiga. **INDI PRICE £25.99**

**Amiga 500 Power Supplies**  
Very expensive when you can get them, so here's a once only chance to solve a problem at a crazy price. **INDI PRICE £25.99**

TEL: 0543 419 999 FAX: 418 079

NEW

# ZAPPO AMIGA 1200 CD ROM DRIVE

After months of conjecture the product that Amiga owners have demanded is here. The Zappo Smart Drive simply slots into the Amiga 1200 PCMCIA slot and launches Amiga owners into the exciting world of CD

- \* Double Speed, Multi Session CD ROM
- \* Photo CD Compatible
- \* Plays CD + G music CDs and Graphics CD's
- \* Mix CD and Amiga Audio Output
- \* Plays CD32 Software
- \* 12 Months Warranty

FREE

ZAPPO T-SHIRT

£199.99



JUST  
ARRIVED  
THE SUPERFAST

ZAPPO *Smart* Storplus

## AMIGA 600 / 1200 EXTERNAL HARD DRIVE

Plugs into the PCMCIA Slot of the Amiga 600 & 1200 the Smart Stor Plus has its own 12V supply and is ready to go. Excellent build quality at an amazing price.

12 Months Warranty

130Mb	£249.99
170Mb	£274.99
250Mb	£294.99
340Mb	£344.99



### Frontier Innovations Pack

NEW!  
PACK

# 2 GREAT AMIGA PACKS

ONCE AGAIN INDI PROVIDES THE ULTIMATE IN CHOICE AND VALUE WITH 2 GREAT AMIGA 1200 PACKS, EACH WITH THEIR OWN SPECIAL APPEAL AND LOW LOW PRICES.

### Frontier Innovations Pack

Comes complete with

- \* Amiga 1200 \* Frontier Elite II
- \* Battalion Returns
- \* Wordworth AGA
- \* Print Manager
- \* Personal Paint V4
- \* Day by Day
- \* Total Carriage
- \* Brian the Lion
- \* Zool 2

£329.99

### Desktop Dynamite Pack

- \* Amiga 1200
- \* Wordworth AGA
- \* Print Manager
- \* Deluxe Paint IV AGA
- \* Oscar AGA
- \* Dennis The Menace AGA

£319.99

### Hard Drive Options for DTP & Frontier Innovations Pack

80 Mb Hard Drive Pack	£489.99
120 Mb Hard Drive Pack	£539.99
170 Mb Hard Drive Pack	£579.99

12 Months At Home Warranty from ICL

### WARNING

Some advertisers are fitting 3.5" drives to the Amiga 1200. The Amiga was never designed to accept 3.5" drives and fitting one totally invalidates any Commodore Warranty. Ind only offer official 2.5" IDE drives officially accepted by Wang, ICL and Commodore.

### AMIGA 1200 DRIVES FITTED BY ICL

Ordered up by ICL direct from your home and returned in 7 working days complete with 12 months "At Home Warranty"

80Mb HARD DRIVE ENHANCEMENT SERVICE	£189.99
120Mb HARD DRIVE ENHANCEMENT SERVICE	£279.99
170 Mb HARD DRIVE ENHANCEMENT SERVICE	£319.99

As a bonus ICL will add a further 12 months At Home Warranty to your Amiga 1200\*  
\*Amiga 1200 must be in full working order.

Ryder Cup Golf	£39.99	£15.99	Man. UTD Premier	£39.99	£19.99
League Champions			Simon the Sorcerer	£39.99	£22.99
Settlers	£24.99	£22.99	Cool Spot	£39.99	£19.99
Premier Manager	£24.99	£11.99	Beneath The Steel Sky	£44.99	£24.99
Burning Rubber	£29.99	£11.99			
Cannon Fodder	£19.99	£19.99			

ADI Educational Software from £12.99

### AMIGA REPLACEMENT FLOPPY DRIVES

Amiga 500 / 500+ / 600 and 1200

£34.99

### AM1200 Paravision Memory Expansion Boards and Accelerators

AM1200 Memory Expansion Boards			AM1230 Accelerator Boards		
Speed	4Mb	8Mb	Speed	0Mb	4Mb 8Mb
33 Mhz+ 50Mhz FPU	£199.99	POA	50 Mhz+ 50Mhz FPU	£375.99	POA POA
50Mhz	£349.99	£579.99			

### Amiga 1200 Desktop Dynamite Superfast Digitiser Pack

Add a high performance 4Mb 32 bit RAM expansion board with a 20 MHz Floating point unit to an Amiga 1200 and you have some serious performance potential. Inside the Rombos Vidi Amiga 14, The Worlds Best Selling digitiser - and Image Capture, Animation and Image Processing is all within your grasp. Mono images are captured in real time, colour images in less than a second.

Amiga 1200 Digitiser Pack	80 Mb Pack	£739.99
Amiga 1200 Digitiser Pack	120 Mb Pack	£799.99
Amiga 1200 Digitiser Pack	170 Mb Pack	£824.99

Frontier Innovations Pack add £10

### Amiga 1200 / 030 Desktop Dynamite Professional Pack

\*Approx 1.5 times faster than an A4000/030

This is the ultimate power configuration, if your dream is to own the quickest A1200 ever then take a look at this specification: \* Amiga 1200 \* 2Mb Chip and 2Mb Fast RAM (Expandable to an Amazing 128 MB!) \* Microbics M1230 XA V50MHz MMU (Approx 1.5 times faster than an A4000/030!!!) \* 12 Months at home Warranty \* Choice of hard drive capacities \* Optional 50 MHz 68882 FPU Maths Processor.

80 Mb version	£849.99	170 Mb version	£929.99
120 Mb version	£899.99	68882 50 MHz FPU	£132.54

Frontier Innovations Pack add £10

### New Desktop Dynamite / Frontier Innovations Colour Printer Pack with a Professionally Fitted Hard Drive Option

The Superb Desktop Dynamite or Frontier Innovations Pack

The Best Selling Panasonic KX - P2123 Quiet Colour Printer with FREE Dustcover and cable

PLUS

Amiga Challenge Games Pack  
International Sports Challenge, Paratrold 90, Cool Croc Twins

£499.99

### New Low Price Hard Drive Options

Desktop Dynamite or Frontier Innovations Pack Colour Printer Pack with fitted Hard Drive.

80 Mb Hard Drive Pack	£669.99	ICL AT HOME
120 Mb Hard Drive Pack	£719.99	
170 Mb Hard Drive Pack	£749.99	

12 Months At Home Warranty from ICL

### NO DEPOSIT CREDIT

Indi are now able to offer Competitive Credit Facilities on all orders over £100 subject to status. Payment can be over 12, 14, 36, 48 or 60 months and can include insurance to cover repayments on the event of sickness or unemployment. Why not ring for a quote. Sameday response

TEL: 0543 419 999 FAX: 418 079

# SCREEN SCENE

Would you like to win a million? Would you like your own island in the Bahamas? Or would you like to see all the latest games? We knew you'd chose the latter, and what a wise choice.

- 54 TOP GEAR 2
- 55 KING PIN
- 55 REAL WORLD
- 56 FOOTBALL
- 58 PUTTY SQUAD
- 61 REUNION
- 62 ON THE BALL
- 68 VALHALLA AND THE LORD OF INFINITY
- 71 BANSHEE
- 76 BENEFACITOR
- 79 EMPIRE SOCCER
- 80 THE INCREDIBLE CRASH DUMMIES
- 84 OUT TO LUNCH
- 84 ELFMANIA
- 87 ULTIMATE PINBALL
- 87 TRAPS AND TREASURES
- 88 BUMP N' BURN
- 90 IMPOSSIBLE MISSION
- 95 BENEATH A STEEL SKY

A CU Screen Star is for games scoring 80%-92%. If a game gets one of these, it'll be of lasting quality and you can rest assured that, if you decide to purchase it, you won't be wasting your money.



83% and a game's worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding.



**"Ooh Betty, I think I got it wrong again!"**

**Okay, so Frank Spencer might be a bit of an old one, but then what do**

**you expect for a first impression? Oh, you want something a little more up to date do you? How about this lot!**

## TOP GEAR 2

Gremlin



Above: Yep, that rubber's burning all right on the two-player split level scene in Top Gear.

**THE GAMEPLAY:** Gremlin – the company that has brought you more racing games than you've eaten cold dinners – promises that Top Gear 2 will be the fastest Amiga racing game ever. And it certainly looks fast, in an arcade sort of way.

You race through 64 cities in 16 countries, picking up points along the way to earn enough cash to

power-up your car and, hopefully, win the championship.

**WHAT'S NEW:** Nothing earth shattering really, but some would say that they've done everything they are going to do with the Lotus series. There are some nice touches such as the ability to renew tyres and adapt them to suit weather conditions, or even buy a complete new engine to give you that extra edge over the other competitors. The on track jumps, spins and flips are spectacular.

**BEHIND THE SCENES:** When this game was first released on SNES in America it received the 1993 Gamesplayer racing game of the year award. Gremlin says that the Amiga version is exactly the same

as the SNES version and has "nowt taken out" so this bodes extremely well for the game.

**FIRST IMPRESSIONS:** The graphics in this game look really good and the corner handling is pretty smooth. There's none of the jerky joystick movement that happens in some of our other racing games, and the cars seem to grip the road realistically. It's still too early to tell if this will emulate the success of its console cousin, but it should be fun finding out.



## KING PIN

Team 17



Just look at those babies scatter everywhere.

**THE GAMEPLAY:** Here's something that hasn't been seen in quite a while. King Pin is a ten pin bowling simulation, a genre not seen (full price anyway) on any popular computer format since 10th Frame by Accolade in the mid Eighties.

King Pin is the second in Team 17's new sports range – started off with Arcade Pool, and it looks like it will have all the features and playability of the previous game.

**WHAT'S NEW:** As this kind of game hasn't been seen on the A1200 yet, practically everything about it is new. Up to six players can play at once, using a full auto-scoring system, as seen in the very best of bowling balls, digitised sound and rendered animations of male and female characters.

The most interesting thing in King Pin is the control method,

which gives you everything from adjustable power to full aftertouch!

**BEHIND THE SCENES:** The game has been conceived and coded by Adam Polanski – possibly not the most familiar name to most CU AMIGA readers, but when I tell you that he has worked for both Vektor Graphics and Argonaut, on Birds Of Prey and the classic Mirrorsoft game The Killing Cloud, it should ring some bells. All sound creation duties have been taken on by Team 17 regular Alistair Brimble and all graphics have been created by new boy Barry Armstrong. What more do you need to know?



**FIRST IMPRESSIONS:** It looks like it's going to be a hell of a lot of fun. I always liked 10th Frame, and a nineties update of that classic game should be well accepted. There's another couple of months work to be done on the game, and it should be released sometime in August.

We'll tell you more as soon as we have it.

# REAL WORLD FOOTBALL SA '94

## Infogrammes/Condor Software



Plenty of top action as single this game out from the crowd. But will the Amiga version move as well as it looks?

**THE GAMEPLAY:** It's designed to be a football sim like no other, incorporating all the real rules of the World Cup game, including substitution and off side peculiarities. The

large, quite realistic sprites and their movements have been modelled on real players and the view is effectively 3D as opposed to the currently in-vogue top down view. There are 30 teams with, as usual, England and Scotland cheating again and sneaking into the championships.

**BEHIND THE SCENES:** Real World Football has been programmed and developed by Condor software, a

new team based in football-mad Marseille. They claim to have injected some of Marseille's fervour inventiveness into the game. This probably means it's going to be well hard too.

**WHAT'S NEW:** This type of 3D football sim hasn't been seen before on the Amiga.

**FIRST IMPRESSIONS:** Check out the screenshots on this page. Looks good doesn't it? The version we played still had PC sound but the Amiga's promises to be even better. Still in development at time of writing, what we saw moved smoothly, making use of over 6000 animations. Due out in June on the A1200 and CD32, we'll have to see both

versions before passing judgement, but if it lives up to Infogrammes' expectations it'll be an original addition to this year's football releases.



The ball is designed to stick to players' feet without actually seeming to do so. Also, because of the deep perspective, playing down the field may look difficult, but in fact isn't

## ORION PD

EST. 1992

### UTILITIES

- 1100 Backup 1.1
- 1101 Backup 1.2
- 1102 Backup 1.3
- 1103 Backup 1.4
- 1104 Backup 1.5
- 1105 Backup 1.6
- 1106 Backup 1.7
- 1107 Backup 1.8
- 1108 Backup 1.9
- 1109 Backup 1.10
- 1110 Backup 1.11
- 1111 Backup 1.12
- 1112 Backup 1.13
- 1113 Backup 1.14
- 1114 Backup 1.15
- 1115 Backup 1.16
- 1116 Backup 1.17
- 1117 Backup 1.18
- 1118 Backup 1.19
- 1119 Backup 1.20
- 1120 Backup 1.21
- 1121 Backup 1.22
- 1122 Backup 1.23
- 1123 Backup 1.24
- 1124 Backup 1.25
- 1125 Backup 1.26
- 1126 Backup 1.27
- 1127 Backup 1.28
- 1128 Backup 1.29
- 1129 Backup 1.30
- 1130 Backup 1.31
- 1131 Backup 1.32
- 1132 Backup 1.33
- 1133 Backup 1.34
- 1134 Backup 1.35
- 1135 Backup 1.36
- 1136 Backup 1.37
- 1137 Backup 1.38
- 1138 Backup 1.39
- 1139 Backup 1.40
- 1140 Backup 1.41
- 1141 Backup 1.42
- 1142 Backup 1.43
- 1143 Backup 1.44
- 1144 Backup 1.45
- 1145 Backup 1.46
- 1146 Backup 1.47
- 1147 Backup 1.48
- 1148 Backup 1.49
- 1149 Backup 1.50
- 1150 Backup 1.51
- 1151 Backup 1.52
- 1152 Backup 1.53
- 1153 Backup 1.54
- 1154 Backup 1.55
- 1155 Backup 1.56
- 1156 Backup 1.57
- 1157 Backup 1.58
- 1158 Backup 1.59
- 1159 Backup 1.60
- 1160 Backup 1.61
- 1161 Backup 1.62
- 1162 Backup 1.63
- 1163 Backup 1.64
- 1164 Backup 1.65
- 1165 Backup 1.66
- 1166 Backup 1.67
- 1167 Backup 1.68
- 1168 Backup 1.69
- 1169 Backup 1.70
- 1170 Backup 1.71
- 1171 Backup 1.72
- 1172 Backup 1.73
- 1173 Backup 1.74
- 1174 Backup 1.75
- 1175 Backup 1.76
- 1176 Backup 1.77
- 1177 Backup 1.78
- 1178 Backup 1.79
- 1179 Backup 1.80
- 1180 Backup 1.81
- 1181 Backup 1.82
- 1182 Backup 1.83
- 1183 Backup 1.84
- 1184 Backup 1.85
- 1185 Backup 1.86
- 1186 Backup 1.87
- 1187 Backup 1.88
- 1188 Backup 1.89
- 1189 Backup 1.90
- 1190 Backup 1.91
- 1191 Backup 1.92
- 1192 Backup 1.93
- 1193 Backup 1.94
- 1194 Backup 1.95
- 1195 Backup 1.96
- 1196 Backup 1.97
- 1197 Backup 1.98
- 1198 Backup 1.99
- 1199 Backup 1.100

### UTILITIES

- 1100 Backup 1.1
- 1101 Backup 1.2
- 1102 Backup 1.3
- 1103 Backup 1.4
- 1104 Backup 1.5
- 1105 Backup 1.6
- 1106 Backup 1.7
- 1107 Backup 1.8
- 1108 Backup 1.9
- 1109 Backup 1.10
- 1110 Backup 1.11
- 1111 Backup 1.12
- 1112 Backup 1.13
- 1113 Backup 1.14
- 1114 Backup 1.15
- 1115 Backup 1.16
- 1116 Backup 1.17
- 1117 Backup 1.18
- 1118 Backup 1.19
- 1119 Backup 1.20
- 1120 Backup 1.21
- 1121 Backup 1.22
- 1122 Backup 1.23
- 1123 Backup 1.24
- 1124 Backup 1.25
- 1125 Backup 1.26
- 1126 Backup 1.27
- 1127 Backup 1.28
- 1128 Backup 1.29
- 1129 Backup 1.30
- 1130 Backup 1.31
- 1131 Backup 1.32
- 1132 Backup 1.33
- 1133 Backup 1.34
- 1134 Backup 1.35
- 1135 Backup 1.36
- 1136 Backup 1.37
- 1137 Backup 1.38
- 1138 Backup 1.39
- 1139 Backup 1.40
- 1140 Backup 1.41
- 1141 Backup 1.42
- 1142 Backup 1.43
- 1143 Backup 1.44
- 1144 Backup 1.45
- 1145 Backup 1.46
- 1146 Backup 1.47
- 1147 Backup 1.48
- 1148 Backup 1.49
- 1149 Backup 1.50
- 1150 Backup 1.51
- 1151 Backup 1.52
- 1152 Backup 1.53
- 1153 Backup 1.54
- 1154 Backup 1.55
- 1155 Backup 1.56
- 1156 Backup 1.57
- 1157 Backup 1.58
- 1158 Backup 1.59
- 1159 Backup 1.60
- 1160 Backup 1.61
- 1161 Backup 1.62
- 1162 Backup 1.63
- 1163 Backup 1.64
- 1164 Backup 1.65
- 1165 Backup 1.66
- 1166 Backup 1.67
- 1167 Backup 1.68
- 1168 Backup 1.69
- 1169 Backup 1.70
- 1170 Backup 1.71
- 1171 Backup 1.72
- 1172 Backup 1.73
- 1173 Backup 1.74
- 1174 Backup 1.75
- 1175 Backup 1.76
- 1176 Backup 1.77
- 1177 Backup 1.78
- 1178 Backup 1.79
- 1179 Backup 1.80
- 1180 Backup 1.81
- 1181 Backup 1.82
- 1182 Backup 1.83
- 1183 Backup 1.84
- 1184 Backup 1.85
- 1185 Backup 1.86
- 1186 Backup 1.87
- 1187 Backup 1.88
- 1188 Backup 1.89
- 1189 Backup 1.90
- 1190 Backup 1.91
- 1191 Backup 1.92
- 1192 Backup 1.93
- 1193 Backup 1.94
- 1194 Backup 1.95
- 1195 Backup 1.96
- 1196 Backup 1.97
- 1197 Backup 1.98
- 1198 Backup 1.99
- 1199 Backup 1.100

### UTILITIES

- 1100 Backup 1.1
- 1101 Backup 1.2
- 1102 Backup 1.3
- 1103 Backup 1.4
- 1104 Backup 1.5
- 1105 Backup 1.6
- 1106 Backup 1.7
- 1107 Backup 1.8
- 1108 Backup 1.9
- 1109 Backup 1.10
- 1110 Backup 1.11
- 1111 Backup 1.12
- 1112 Backup 1.13
- 1113 Backup 1.14
- 1114 Backup 1.15
- 1115 Backup 1.16
- 1116 Backup 1.17
- 1117 Backup 1.18
- 1118 Backup 1.19
- 1119 Backup 1.20
- 1120 Backup 1.21
- 1121 Backup 1.22
- 1122 Backup 1.23
- 1123 Backup 1.24
- 1124 Backup 1.25
- 1125 Backup 1.26
- 1126 Backup 1.27
- 1127 Backup 1.28
- 1128 Backup 1.29
- 1129 Backup 1.30
- 1130 Backup 1.31
- 1131 Backup 1.32
- 1132 Backup 1.33
- 1133 Backup 1.34
- 1134 Backup 1.35
- 1135 Backup 1.36
- 1136 Backup 1.37
- 1137 Backup 1.38
- 1138 Backup 1.39
- 1139 Backup 1.40
- 1140 Backup 1.41
- 1141 Backup 1.42
- 1142 Backup 1.43
- 1143 Backup 1.44
- 1144 Backup 1.45
- 1145 Backup 1.46
- 1146 Backup 1.47
- 1147 Backup 1.48
- 1148 Backup 1.49
- 1149 Backup 1.50
- 1150 Backup 1.51
- 1151 Backup 1.52
- 1152 Backup 1.53
- 1153 Backup 1.54
- 1154 Backup 1.55
- 1155 Backup 1.56
- 1156 Backup 1.57
- 1157 Backup 1.58
- 1158 Backup 1.59
- 1159 Backup 1.60
- 1160 Backup 1.61
- 1161 Backup 1.62
- 1162 Backup 1.63
- 1163 Backup 1.64
- 1164 Backup 1.65
- 1165 Backup 1.66
- 1166 Backup 1.67
- 1167 Backup 1.68
- 1168 Backup 1.69
- 1169 Backup 1.70
- 1170 Backup 1.71
- 1171 Backup 1.72
- 1172 Backup 1.73
- 1173 Backup 1.74
- 1174 Backup 1.75
- 1175 Backup 1.76
- 1176 Backup 1.77
- 1177 Backup 1.78
- 1178 Backup 1.79
- 1179 Backup 1.80
- 1180 Backup 1.81
- 1181 Backup 1.82
- 1182 Backup 1.83
- 1183 Backup 1.84
- 1184 Backup 1.85
- 1185 Backup 1.86
- 1186 Backup 1.87
- 1187 Backup 1.88
- 1188 Backup 1.89
- 1189 Backup 1.90
- 1190 Backup 1.91
- 1191 Backup 1.92
- 1192 Backup 1.93
- 1193 Backup 1.94
- 1194 Backup 1.95
- 1195 Backup 1.96
- 1196 Backup 1.97
- 1197 Backup 1.98
- 1198 Backup 1.99
- 1199 Backup 1.100

### SPECIAL PACKS

- 30 GAMES 1.1 \$5.99
- 30 GAMES 1.2 \$5.99
- 30 GAMES 1.3 \$5.99
- 30 GAMES 1.4 \$5.99
- 30 GAMES 1.5 \$5.99
- 30 GAMES 1.6 \$5.99
- 30 GAMES 1.7 \$5.99
- 30 GAMES 1.8 \$5.99
- 30 GAMES 1.9 \$5.99
- 30 GAMES 1.10 \$5.99
- 30 GAMES 1.11 \$5.99
- 30 GAMES 1.12 \$5.99
- 30 GAMES 1.13 \$5.99
- 30 GAMES 1.14 \$5.99
- 30 GAMES 1.15 \$5.99
- 30 GAMES 1.16 \$5.99
- 30 GAMES 1.17 \$5.99
- 30 GAMES 1.18 \$5.99
- 30 GAMES 1.19 \$5.99
- 30 GAMES 1.20 \$5.99
- 30 GAMES 1.21 \$5.99
- 30 GAMES 1.22 \$5.99
- 30 GAMES 1.23 \$5.99
- 30 GAMES 1.24 \$5.99
- 30 GAMES 1.25 \$5.99
- 30 GAMES 1.26 \$5.99
- 30 GAMES 1.27 \$5.99
- 30 GAMES 1.28 \$5.99
- 30 GAMES 1.29 \$5.99
- 30 GAMES 1.30 \$5.99
- 30 GAMES 1.31 \$5.99
- 30 GAMES 1.32 \$5.99
- 30 GAMES 1.33 \$5.99
- 30 GAMES 1.34 \$5.99
- 30 GAMES 1.35 \$5.99
- 30 GAMES 1.36 \$5.99
- 30 GAMES 1.37 \$5.99
- 30 GAMES 1.38 \$5.99
- 30 GAMES 1.39 \$5.99
- 30 GAMES 1.40 \$5.99
- 30 GAMES 1.41 \$5.99
- 30 GAMES 1.42 \$5.99
- 30 GAMES 1.43 \$5.99
- 30 GAMES 1.44 \$5.99
- 30 GAMES 1.45 \$5.99
- 30 GAMES 1.46 \$5.99
- 30 GAMES 1.47 \$5.99
- 30 GAMES 1.48 \$5.99
- 30 GAMES 1.49 \$5.99
- 30 GAMES 1.50 \$5.99
- 30 GAMES 1.51 \$5.99
- 30 GAMES 1.52 \$5.99
- 30 GAMES 1.53 \$5.99
- 30 GAMES 1.54 \$5.99
- 30 GAMES 1.55 \$5.99
- 30 GAMES 1.56 \$5.99
- 30 GAMES 1.57 \$5.99
- 30 GAMES 1.58 \$5.99
- 30 GAMES 1.59 \$5.99
- 30 GAMES 1.60 \$5.99
- 30 GAMES 1.61 \$5.99
- 30 GAMES 1.62 \$5.99
- 30 GAMES 1.63 \$5.99
- 30 GAMES 1.64 \$5.99
- 30 GAMES 1.65 \$5.99
- 30 GAMES 1.66 \$5.99
- 30 GAMES 1.67 \$5.99
- 30 GAMES 1.68 \$5.99
- 30 GAMES 1.69 \$5.99
- 30 GAMES 1.70 \$5.99
- 30 GAMES 1.71 \$5.99
- 30 GAMES 1.72 \$5.99
- 30 GAMES 1.73 \$5.99
- 30 GAMES 1.74 \$5.99
- 30 GAMES 1.75 \$5.99
- 30 GAMES 1.76 \$5.99
- 30 GAMES 1.77 \$5.99
- 30 GAMES 1.78 \$5.99
- 30 GAMES 1.79 \$5.99
- 30 GAMES 1.80 \$5.99
- 30 GAMES 1.81 \$5.99
- 30 GAMES 1.82 \$5.99
- 30 GAMES 1.83 \$5.99
- 30 GAMES 1.84 \$5.99
- 30 GAMES 1.85 \$5.99
- 30 GAMES 1.86 \$5.99
- 30 GAMES 1.87 \$5.99
- 30 GAMES 1.88 \$5.99
- 30 GAMES 1.89 \$5.99
- 30 GAMES 1.90 \$5.99
- 30 GAMES 1.91 \$5.99
- 30 GAMES 1.92 \$5.99
- 30 GAMES 1.93 \$5.99
- 30 GAMES 1.94 \$5.99
- 30 GAMES 1.95 \$5.99
- 30 GAMES 1.96 \$5.99
- 30 GAMES 1.97 \$5.99
- 30 GAMES 1.98 \$5.99
- 30 GAMES 1.99 \$5.99
- 30 GAMES 1.100 \$5.99

### HOW TO ORDER

Please make cheques with bankers card number or postal order payable to 'ORION PD'. All orders despatched in 10 days max.   
 \* = A5000 Amiga compatible.   
 \* = Only W6832 compatible.   
 \* = ALL ORDERS MUST BE PREPAID.

### PRICES

- 1-10 DISKS...£3.25
- 11-25 DISKS...£3.99
- 26+ DISKS...£4.99

### POSTAGE

- UK ORDERS...£2.00
- EUROPE...£2.00
- WORLD...£4.00

### DEPT CU

### 14 OUSTON CLOSE

### WARDLEY

### GATESHEAD

### TYNE & WEAR

### NE10 8DZ

### Tel: 0913 438 5021

### SPECIAL PACKS

### 30 GAMES 1.1 - 1.1000 - £5.99

First League 4.1, Amateur Pro, Amiga Pro, Budget Home Accounts, Football, Tennis, Soccer, Golf, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

Home Accounts, Soccer, Golf, Tennis, April, October, November, December 1.1 World Title.

CALL	17.49
17.98	1.98
LEAGUE CHAMPIONS.	16.99
18.99	1.99
8.99	1.99
20.98	1.98
17.99	1.99
CALL	17.49
17.98	1.98
16.99	1.99
17.99	1.99
16.49	1.49
21.50	1.50
9.99	0.99
13.75	1.37
16.99	1.69
16.99	1.69
21.50	1.50
13.75	1.37
13.75	1.37
5.75	0.57
13.50	1.35
18.99	1.89
18.99	1.89
22.99	2.29
16.49	1.64
16.49	1.64
15.49	1.54





# PUTTY SQUAD



WIP

**System 3  
have  
come  
back to  
the**

**Amiga, and they've  
brought Putty with  
them! Tony Dillon  
tries some stretch-  
ing gameplay**

There was a time when a System 3 logo was nothing less than a mark of quality on the Amiga. Games like *The Last Ninja*, *IK+* and *Myth* brought them fame and fortune. The only reason you haven't had us harping on about games from the System is because in the last two years they haven't released any. The supremely funny and highly entertaining *Putty* was the last thing to be seen from them on the Amiga, console fever struck them deep in their very

in celebration, we spoke to designer Phil Thornton about the homecoming. "The console market was a bit of a fad. The problem is that it is very toy orientated – consoles are simply very expensive toys. It was a fad very much like the *Turtles* one, and we as an industry didn't realise that a lot of companies fell for it, and whacked a small

ware. I think we've learnt our lesson now: the future really lies in serious technology like PCs and Amigas – things that are a bit more adaptable than consoles. That's why we've come back.

"The thing is that I don't think the Amiga market has changed at all in the last three years. We're extremely happy to be back!"

"We actually started with the Super Nintendo version of *Putty Squad*, and then about three quarters of the way through the project we decided to kick off an Amiga A1200 version, and now the Amiga version is leading the SNES one!"

We put a lot of tricks and bits and pieces that weren't in the SNES version into it, and now we're trying to get them into the console to bring it up to scratch."



BRUTAL SPORTS FOOTBALL.....  
BENEFACITOR.....  
CANNON FODDER.....  
CHAMP MANAGER 93.....  
CHAMP MANAGER COMPENDIUM.....  
CHAMP MANAGER END OF SEASON DATA.....  
CRASH DUMMIES.....  
CRAFT FOR AMOS.....  
CIVILISATION (A1200).....  
DENNIS & GNASHER.....  
DETROIT.....  
D-DAY.....  
DREAMWEB.....  
DEMONMANIAC.....  
DARKMERE.....  
ECLIPSE MOUSE.....  
ELITE 2.....  
EUROPEAN CHAMPIONS.....  
ELFMANIA.....  
FATMAN (A1200/A1200).....  
FI.....  
FLASHBACK.....  
GOAL.....  
HEIMDALL (A500/1200).....

als and they seemingly left the Amiga market for good. Since then, Putty has come out on budget, and another squak has been heard. Until now that is. System 3 ade Software are coming home, put your banners out – and of course Putty's back with them. Putty Squad is the long awaited sequel to Putty (originally titled Silly Putty, but the name was changed at last minute due to the licence at not working out as planned), so

fortune into the development and manufacturing, of games, then got burnt very badly when the kids got bored and moved on.

"The computer market has always been a hobbyist market, with serious people who buy a machine with a keyboard, and become seriously interested in the machine itself. It's a long-term prospect, and because of this sales remain good. These people look after their machine, and they collect the soft-

## LIKE PUTTY IN MY...

The story behind Putty Squad is just as wacky as the first one. After twenty years of war between the Putty people and the evil forces of Wizard Scatterflash, the Putty population ended the strife by pulling out of the central city of Klud. The Putty nation was quickly taken over by the Wizard's army of Demonic Imps and Self Motivated Vegetables, and the



land fell into decay. Many years after the war, photos began to appear showing Putty prisoners of war, and the United Nations decided that a putty crack platoon should be sent in to rescue the poor blobs. Super Putty – the star of the original game, and his ex-enemy Dweezel the Cat have to join forces to help free the hostages. What ensues is barmy, bonkers and more than a bit absobloody-lunaticaly bizarre.

"It was originally going to be set in Vietnam", laughs Phil from his comfortable and spacious office. "Putty and Dweezel were going to be CIA agents in Vietnam, on a special mission. We were going to have a mad General in the field – Apocalypse Now style. Finally though, we thought that was a little in bad taste, so we decided not to go with it. The war scenario still exists in the game, except we've added more of a fantasy element. We have these guys called the G.I. Pups, and their boss Napalm which basically represent an invading army. The denizens of the land themselves are not really involved in the war. It's just a manic friendly fire situation, with bullets flying in all directions. The GI Pups fire

at everything that moves, including Super Putty and Dweezel of course."

Napalm and the GI Pups are based on Gene Hackman, Chuck Norris, that sort of person. Just guys who have lots and lots of military hardware, but don't actually know how to use it, so we have this chaotic thing where they just walk around firing bullets at everything. We were going to get them to shoot each other too, but when we did it sort of ruined the game because they would all die as soon as they came onto the screen. They're all based on corny American movies about Vietnam rescue missions and things like that."

### ...HANDS

Fans of the original Super Putty will be happy to know that Uncle Ted makes a welcome return this time around. In the original game he popped up with a tune that the enemies just couldn't stop dancing to. This time around he has moved into the DJ market, and appears with a set of decks that Tony Horgan wouldn't be ashamed to sit behind. "Uncle Ted had to be resurrected, as we got a lot of fan mail about



him. He seemed to hit a raw nerve in the British games-buying public. I don't know why, but a sad guy with a Hammond Organ and a wig really grabbed people. He is actually based on a real person. When I was at Palace Software we used to visit a certain pub regularly, and this guy would come in with a Hammond organ and his nephew who played the drums – and the drums would actually drown the organ out most of the time. He used to try and get people to sing along, and would give a nod and a wink to everyone who came in the door. I remember thinking 'that's a great character – he has got to go in.'"

"Putty is made of Semtex this time around, instead of plasticine. He can now fire bits of himself at people, and leave bits of himself lying around, which then explode. You can attach a piece of Putty to gun emplacements, and take them out that way."

Other weapons include Putty's mutant powers, which can be charged up. There's a Super Punch, which is quite a basic one and there's a blowpipe which is a good long distance weapon. He can also carry an electric prod, like a

cattle prod which blows things off the screen, while the ultimate weapon is the Terminator Putty mode, which releases a liquid mercury version of our flexible friend, taking care of everything on screen!

Phil continues, "We've tried to put in millions of tricks, gimmicks and bits of equipment. You can pick up things that have been left lying around, and you also have to scavenge for stuff. You can mould yourself into fireworks and fire Putty at the enemy. There's also a Putty Pod, which flies and drops bouncing bombs – and more!"

The game is nearing completion, so we will have a review next issue. If you like your action madcap, your fun slapstick and if you're into cartoon violence, then this could be just the one for you. We'll be back next month with more news on Putty Squad. **20**



## AMIGA GAMES

[illegible]

### BLANK DISKS

20	£11.00
50	£16.00
100	£30.00
250	£70.00

PRICES ARE FOR UK  
MAIN LAND ONLY

**Cannon  
Fodder  
£19.99**

## DIRECT SPECIAL BARGAINS

## UTILITIES

Ames 2D (Reg. 2)	22.99	Akaro	22.99
Ames Compiler Req. Assembl.	19.99	Alfred Blood	22.99
Amos Exec	22.99	Arabic Chicken	22.99
Amos Professional	32.99	Arabian Knights	22.99
Amos Professional Compiler	22.99	Babies N' Buns	22.99
Deluxe Paint 4 (1Mg)	55.49	Banana & Steak	22.99
Deluxe Paint 4 (4MG)	60.49	Cannon fodder	22.99
Home Accounts 2	30.99	Crafts	22.99
Home Accounts 2 Processor	30.99	Chambers of Shaolin	22.99
Mini Office (Wordprocessor, spreadsheet)	25.99	Chuck Rock	22.99
Database + Disk Utilities	36.99	Crimson Streets	22.99
Macintosh 4	29.99	Deep Core	22.99
The Publisher	29.99	Dennis	22.99
Technipon Business Pack Contains	22.99	D Generation	22.99
Wordstar wordprocessor, K Speed 2,	22.99	Elite	22.99
Spreadsheet + K Data database)	22.99	Genesis	22.99
Umg	22.99	Genocide	22.99
Wordstar V.2 [a Mouseem]	25.49	Gymnast 2000	22.99
External Disk Drive	49.99	Info	22.99
BD Capacity Disk Box	5.99		

**WE WILL MATCH PRICES !!! NEVER BEEN BEATEN !! TRY US!!!**

Please supply me with the following for

Name: \_\_\_\_\_Address: \_\_\_\_\_[illegible][illegible]

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

第1期 第2期 第3期 第4期 第5期 第6期 第7期 第8期 第9期 第10期 第11期 第12期 第13期 第14期 第15期 第16期 第17期 第18期 第19期 第20期 第21期 第22期 第23期 第24期 第25期 第26期 第27期 第28期 第29期 第30期 第31期 第32期 第33期 第34期 第35期 第36期 第37期 第38期 第39期 第40期 第41期 第42期 第43期 第44期 第45期 第46期 第47期 第48期 第49期 第50期 第51期 第52期 第53期 第54期 第55期 第56期 第57期 第58期 第59期 第60期 第61期 第62期 第63期 第64期 第65期 第66期 第67期 第68期 第69期 第70期 第71期 第72期 第73期 第74期 第75期 第76期 第77期 第78期 第79期 第80期 第81期 第82期 第83期 第84期 第85期 第86期 第87期 第88期 第89期 第90期 第91期 第92期 第93期 第94期 第95期 第96期 第97期 第98期 第99期 第100期

Postcode:Tel No: \_\_\_\_\_

---

Please make changes Private

DEPT No CU/07SC

Unit 3, Cross Keys Shopping Mo  
St Marks, Cambridgehire

PE19 PP2AU

**POST & PACKING**  
costs included

UK-Mainland Free  
EBC £3.00 per item

Non EEC £4.50 per item  
For Customers Peace Of Mind All Parts

Are Sent Recorded Delivery  
All items subject to availability. All pri

subject to change without notice E & C  
Please Note:

Some Games May Not Be Released At Time Of Going To Press

CU AMIGA JULY 994

\_\_\_\_\_

Post & Packing	
<b>TOTAL</b>	

CU ANGA, JULY 1994 ISSUE

Tel No:





WIP

**Grandslam Video is about to release a new space/strategy game. Lisa Collins took a sneak preview.**

# Reunion

**R**eunion is Grandslam's latest space/strategy game with lots of adventure elements thrown in. CU AMIGA took a sneaky early look at the game to find out more about it. The background to Reunion is as follows: the Earth has become



critically overpopulated and is groaning with the weight of the people crammed onto its surface. Enter the hyperdrive system. This system is a state-of-the-art sort of transformer which allows you to travel large distances in a relatively short time period. And what better way to solve the Earth's overpopulation problem than to transport some of its population into space.

So, two fully-equipped research ships, Explorer 1 and 2 set off to find a suitable planet where the boys and girls of planet earth can relocate to. Only Explorer 2, however, returns after successfully locating several habitable planets in the distant galaxy. But... Just as this ship enters orbit, a revolution starts on Earth which ends up in new world war. Now Explorer 2 is the only hope of escape.

Unfortunately, whilst escaping in space it gets hit by an asteroid and is unable to land anywhere. The crew escapes using safety pods, landing on a planet which has similar conditions to Earth. So it's

way through the game in a logical manner. For example, only after defeating the Morgul race will you be able to

meet a Morgul pirate in the bar, and only if you have invented radio, can you decode alien transmissions going through space. These transmissions are what you then share with the Morgul pirate, whom you either pay in advance to raid alien ships, or with whom you share the cargo. Either way, you can make a lot of money, depending on the success of the pirate leader.

What makes Reunion special? The ground battle is just like *Dune II*, and the colony section is similar to *Sim City*. There are differences, however, for example if your people are not satisfied with your performance, they revolt and will choose a new leader – end of game. Reunion also has a very in-depth story-line and when you have completed it for the first time (which should take about 50 or 60 hours of



up to them to build up a colony and start a new life.

## ENTER THE HERO

This where you come in. You start off 200 years after the catastrophe as the leader of New Earth. In this respect, Reunion is every aspiring dictator's dream. You alone are responsible for the colony. You choose your own staff who build and design new inventions. You make all the political decisions when dealing with alien races and control the army in all aspects, whether it's defending New Earth or conquering a planet rich with minerals. You can send spies to enemy territories or you may pirate ore supplies or new technology from aliens.

This dictator heaven is marred by one small factor – you must get your colony back to Earth. This is not an easy task. First of all, you are a few light years away from Earth. Secondly, the plans on how to build spaceships and hyperdrives are lost and finally you have to defend your colony from the multitude of hostile alien races that are lurking in the galaxy.

In order to get back to Earth, you must work your



has been written using machine code and right now we are currently testing the A500 version."

## HOW BIG?

Reunion will be on five disks for the Amiga. On the specific A1200 version they are planning a 16Mb version which is

about 10 disks compressed.

There have been some problems along the way trying to condense this huge game for all Amigas: some sound effects had to be left out from the A500 version, due to playability and size. If you only have one disk drive or 1Mb of RAM, the loading might be annoying sometimes. However, Grandslam are currently trying to minimise the disk accessing. If extra RAM, disk drive or hard drive is detected, the game will support those in favour of gameplay speed. The A1200 specific version will be hard drive only, but with a lot of special features, like 0.5Mb samples, 0.5 Mb of music, extra animations, speech, 256 colours etc.

What are the plans for Reunion for the future? "There will be an Amiga CD specific version for A1200 with a superb three minutes intro. We are still trying to figure out a way how to save the game's 32Kbytes in the available 1Kbyte SRAM of the CD32," says Steve.

Well, until then we'll just have to make do with looking at these superb screenshots. More news on Reunion coming soon. **CD**

continuous gameplay) you'll probably end up with some inventions not found or designed, so you may want to start all over again, exploring the full potential of the game.

The game has taken more than a year and a half to program. Why so long? Steve Sargent replies, "Amiga programming was more difficult than PC programming on this one, because the game had to run at the same speed as a 33MHz 386 (A500 has a processor speed of 7MHz).

Also, the A500 version includes 256 colour graphics with a special programming technique. The game





# SPOT ON

**German software house Ascon are about to return to the Amiga with their "soccer game to end all others". Tony Dillon joins in the fun.**

scanning them in frame by frame, and recolourising them on the computer as watercolours.

Two experienced illustrators were recruited from German TV, and together they spent over three months illustrating the action sequences. Altogether, they produced over 420 individual animated sequences including shots at goal, corners, penalties, fouls, feigned injuries and goals, all seen from different angles and different view points in the stadium. The final result is over 45 minutes of "live" animated action!

Ascon have tried to create a unique player interface as well. Again using highly attractive water-colour illustrations of your office and the toys in it, everything is presented in an easy to understand way, with all numerical information shown as graphs and bar charts, and other options presented in colour icon format.

There are two versions of *On The Ball* being released this summer – The World Cup edition available initially, soon followed by *On The Ball League Edition*. As I have said, the 21 day demo looks extremely promising, and although there aren't that many new options – what can you do with a soccer management game that hasn't been done before? – there is enough in there to make it worth looking out for. We will have a full review next issue, so watch this space! **CD**



I rather like the little cameo role that the ref plays in this screenshot. Doesn't he look ghost-like stuck up in the corner of the screen.



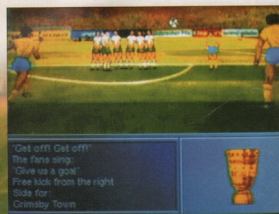
Now come on boys, gather around this circle before I take my shot.

commentary (which shows a lot more humour than many other games, with comments on how the crowd are responding plus particular players responses to goals and other events) and four-player interaction. In this mode, when the game highlights are being shown during the match, the TV style presentation allows you to flick between the four games as they happen. Ascon then realised that this sort of presentation would give the game the atmosphere

to make it stand out from its sea of competitors.

With this motivation, They became convinced that a strong graphical representation would be a key factor in the game, and particularly wanted to include animated TV style coverage of the match. They experimented with different techniques, including video animation, but none was satisfactory. Then they hit upon the

idea of using actual illustrations,



'Get off! Get off!'  
The fans sing:  
'Give us a goal!'  
Free kick from the right  
Slide for:  
Grimsby Town



Slide for:  
Grimsby Town  
The ball is crossed high  
in front of the goal.  
(Steve Bruce heads the  
ball away from the danger area)

(Above) From this screenshot the priced cup looks more like a badminton shuttle!

**G**ermany, what a country. The home of my favourite liquid refreshments, the home of the pretzel, of lederhosen, and Black Forest Gateaux (I presume). Some people (mainly German mind) would also say that it is the home of Europe's finest soccer team (shut up Tony! – the rest of the magazine), and I'll bet that Ascon software would agree with them. Last seen in the shops with *The Patrician*, an adventure based around the exploits of an old world shipping merchant and trader, Ascon have furlled their sails and put on some smart football boots for the world cup.

## FOOTBALL CRAZY

To give you some background information, *On The Ball* is the UK version of an extraordinarily successful German soccer game called



Anstoss, which has been at the top of the German game charts for pretty much the whole of this year. It began as an independent project in 1989, developed on the Atari ST by a German student who was not only a great programmer, but a football



fanatic too. Ascon became involved in 1992, and their aim was to beat the competition hands down. They wanted more atmosphere, more detail and more of a 'Saturday afternoon at the match' feel than any other simulation.

They set about transferring the original source to the Amiga, and then turning the skeleton of the game into the kind of football management simulation they knew they wanted to play. This meant less text menus, a simple layout and non-standard game options like getting your players to attack in a 'bustling' way, or to fake fouls and dive at every opportunity.

## FOOTBALL MAD

A development team of 20 took on the task of making *On The Ball*, including features like live running

# HIT NAMES - HIT GAMES FOR YOUR AMIGA & ATARI ST

ARCHER MACLEAN'S



Archer Maclean's done for pool what he did for snooker. Brought it balls, rules, baize and all to the home computer. Pool features three sets of rules: 8-Ball UK Coin-Op, and 8-Ball and 9-Ball US Pro.

You can practice or play a single match against a friend or one of 20 computer-controlled opponents. Or why not involve yourself in a tournament as one of eight players? You can leave the cue and small change at home.

*"Very fast, very smooth, superb presentation."* - **ATARI ST REVIEW** - 94%

© Archer Maclean 1992. © Virgin Interactive Entertainment 1992. Produced under license from Virgin Interactive Entertainment.

1 4 4 9 9  
AMIGA ONLY



ARCHER MACLEAN'S  
POOL



EUROPEAN  
FOOTBALL  
CHAMP



REALMS



KGB



ROAD RASH



HIT SQUAD  
2 CASTLE STREET - CASTLEFIELD  
MANCHESTER - M3 4LZ  
TELEPHONE: 061 433 0433  
FAX: 061 434 0650

Some titles may not be available on all systems.

POOL

KGB



ROAD RASH

1 4 4 9 9  
AMIGA

1 4 4 9 9  
ST/AMIGA

1 4 4 9 9  
ST/AMIGA



No holds barred street bike racing that'll blow you away. Race at phenomenal speeds against 14 hostile opponents.

- Power up by grabbing your opponent's club.
- Race on 5 highways.
- Avoid on-coming traffic, trees and cows.
- Add run motorcycle caps.
- Upgrade your bike as you get more race winnings.
- Enjoy stupendous crashes.
- Thumping in game soundtracks.

Endowed with the divine right to rule, you inherit your father's Realm on his death. But the fragile peace has been shattered and war rages between the Realms. Now your brief reign has become a fight for survival. The neighbouring Realms are growing in strength at your expense. Do you build lines of supply to barter with them? Or build armies to battle with them? Each Realm vies to be the ultimate power. There can only be one. Just make sure it's yours...

Do you like your football packed full of frantic goalmouth scrambles, spectacular shots, aggressive off-the-ball incidents and bone crunching tackles? Well, European Football Champ is the game for you. A faithful conversion of Europe's most successful football coin-op - many call it the best football game ever!

*"A superb soccer sim... one of the best."*

*"...very impressive."* - **AMIGA ACTION**

© Gargal Ltd. 1991. © Virgin Interactive Entertainment 1991. Produced under license from Virgin Interactive Entertainment.

Software © Tandy 1992. © 1992 Domark Group Ltd

© 1991, 1992, 1994. Electronic Arts. All Rights Reserved. "Road Rash" is a trademark of Electronic Arts. Published under license from Electronic Arts Ltd. Electronic Arts is a trademark of Electronic Arts, Inc.

# AMIGA

**CU AMIGA** is the magazine for comprehensive coverage of software and hardware for the A500, A500+, A600, A1200 and CD32. Your subscription guarantees you the latest news and honest reviews, in-depth features and tutorials plus the best coverdisk software, utilities and game demos available... allowing you to sort out what's best from the rest.

## SUBSCRIBE NOW!

- Guarantee your personal copy of **CU AMIGA** with previews, reviews, advice and the best cover disks.
- Get the next 12 issues of **CU AMIGA** delivered to your door at no extra cost and before it's available in the shops!
- Choose from one of these fantastic offers:

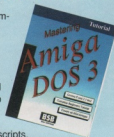
### BRUCE SMITH BOOKS SUBSCRIPTION OFFER ONLY £49.99!

Receive either *Mastering Amiga Beginners* or *Mastering AmigaDOS 3 Tutorial* from top Amiga Book publishers, Bruce Smith Books.

### MASTERING AMIGADOS 3 TUTORIAL RRP £21.95

*Mastering AmigaDOS 3* is the complete introduction to AmigaDOS; designed to help the beginner become the expert. Chapter summaries and a Workbench/-AmigaDOS primer are among a number of new features designed to make this subject accessible to the novice user.

From formatting a disk to writing scripts, using pipes and multi-tasking, over 400 pages spans every aspect of the Amiga's operation. This book is packed with useful DOS one-lines and programs. The current version is completely updated for DOS 3.0 on the Amiga A1200 and 4000.



### MASTERING AMIGA BEGINNERS RRP £19.95

The ideal introduction to computing with your Amiga. You'll find the step-by-step explanations easy to understand and you'll soon be confidently carrying out essential procedures such as formatting disks, copying files, setting preferences and working from a shell window.

From word processing to programming, including paint programs, database and spreadsheets, the second part of this book introduces you to the wider world of Amiga computing. It explains what you can do and how to go about choosing software and hardware for your requirements. Take control of your Amiga. The subjects covered in this book include:

**WORKBENCH FAMILIARITY, PREFERENCES, UTILITIES AND TOOLS, BEGINNER'S AMIGADOS, GETTING YOUR PRINTER TO WORK, FONTS, GRAPHICS, DESKTOP VIDEO, COMMS, MUSIC & SOUND, UPGRADING, PUBLIC DOMAIN, PCS, VIRUSES, INTRODUCTION TO PROGRAMMING AND MUCH MORE.**



**ALTERNATIVELY, GET 12 ISSUES FOR THE DISCOUNTED PRICE OF £39.99 AND SAVE OVER £7.00 ON THE COST RRP OF 12 ISSUES OF CU AMIGA!**



**No.1** FOR WORLD CUP COVERAGE

**No.1** FOR TOP NAME POSTERS

**No.1** FOR MEGA STAR INTERVIEWS

**No.1** IN FOOTBALL

**MATCH**

TOTALLY  
SORTED,  
SUPER FAST  
AND MEGA  
PHAT!

**No.1**

DON'T MISS YOUR  
COPY, ON SALE  
EVERY TUESDAY!

WIN GIGGSY'S REEBOK BOOTS & SIGNED PICS!

ONLY  
65p

**MATCH**



DUNDEE UTD.



UNITED WIN THE  
SCOTTISH CUP

MAN. UNITED



BRYAN ROBSON'S  
FAREWELL TO  
OLD TRAFFORD

NEWCASTLE



LEE CLARK'S  
ULTIMATE TEST

RYAN GIGGS

MAN. UNITED

**FREE**  
16-PAGE WORLD  
CUP BOOKLET



MAN. CITY • LEICESTER • DERBY • CHELSEA • FOREST

# RICOH LP1200 PCL5 LASER PRINTER

**4800 DPI** **2Mb RAM** **6ppm**  
 AT TEXTAS GRAPHICS @ 400dpi • A4 GRAPHICS @ 300dpi • 2Mb RAM UPGRADE IS REQUIRED TO PRINT A FULL A4 PAGE OF GRAPHICS AT 400dpi  
 HP LASERJET III™ COMPATIBLE • FLASH ROM UPGRADEABLE!

Ricoh, have used their expertise to produce a 'first' in laser printers, the LP1200 with FLASH ROM. HP LaserJet III™ compatible, the LP1200 employs industry proven laser technology which, unlike LED printers, uses a laser light source to produce the most accurate and intense printed images at a range of print resolutions up to 400dpi. A fast efficient processor and engine, plus a straight paper path design allows printing at a full 6 pages per minute. The 2Mb RAM version prints a full A4 page of graphics at 300dpi. Using standard resident fonts and the alternate controller firmware supplied, it can also print an A4 page of text or A5 page of graphics at 400dpi. Using the Windows driver supplied, it can print an A4 page of text at 400dpi from Windows 3.1, or using the Amiga driver, an A4 page of text at 400dpi.

**FREE!**

**WINDOWS 3.1 DRIVER**

SUPPORTS 386 & 486

**AMIGA DRIVER**

SUPPORTS 286 & 386

**2Mb RAM**

SHOWN WITH  
UNIVERSAL FEEDER  
TOP TRAY OPTION (EXTRA)

The 4Mb RAM version can print a

full A4 page of graphics at 400 dpi and makes full use of the LP1200's 400 dpi printing capabilities, such as using Microsoft Windows fonts. Unique additional standard features include FLASH ROM 'future proof' technology and LAYOUT - a powerful document description language. The LP1200's unique internal FLASH ROM, which holds the printer controller firmware, can easily be updated as new developments in technology arise. This protects the investment you make in buying a Ricoh LP1200. Other manufacturers would require you to buy a new printer internal FLASH ROM and industry standard FLASH ROM PCMCIA cards can also be used to permanently store fonts, macros, graphics and extra emulations. Again, unlike the competition, the LP1200 includes LAYOUT, a powerful and intuitive document description language as standard. This offers unique opportunities to develop custom made printing systems. Forms and document templates can be designed complete with logos and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms. The LP1200 comes with a 100 sheet A4 paper tray as standard. An optional universal feeder automatically feeds up to 150 sheets of paper (up to 160gsm), 15 envelopes, transparencies and labels.

## CONSUMABLES & ACCESSORIES

CODE	DESCRIPTION	PRICE
810-1700	Cable for PC to LaserJet	15.45
810-1701	LaserJet III to PC Cable	12.95
810-1702	Universal Feeder (2nd Tray)	185.00
810-1703	2nd RAM Module	185.00
810-1704	Developer/Toner Cartridge	135.00
810-1705	CPC Cartridge (1000)	135.00
810-1706	A4 Paper Tray (100 Sheets)	65.00
810-1707	Flash ROM Module (2Mb)	135.00
810-1708	Flash ROM Module (4Mb)	135.00
810-1709	Flash ROM Module (8Mb)	135.00
810-1710	Flash ROM Module (16Mb)	135.00
810-1711	Flash ROM Module (32Mb)	135.00
810-1712	Flash ROM Module (64Mb)	135.00
810-1713	Flash ROM Module (128Mb)	135.00
810-1714	Flash ROM Module (256Mb)	135.00
810-1715	Flash ROM Module (512Mb)	135.00
810-1716	Flash ROM Module (1024Mb)	135.00
810-1717	Flash ROM Module (2048Mb)	135.00
810-1718	Flash ROM Module (4096Mb)	135.00
810-1719	Flash ROM Module (8192Mb)	135.00
810-1720	Flash ROM Module (16384Mb)	135.00
810-1721	Flash ROM Module (32768Mb)	135.00
810-1722	Flash ROM Module (65536Mb)	135.00
810-1723	Flash ROM Module (131072Mb)	135.00
810-1724	Flash ROM Module (262144Mb)	135.00
810-1725	Flash ROM Module (524288Mb)	135.00
810-1726	Flash ROM Module (1048576Mb)	135.00
810-1727	Flash ROM Module (2097152Mb)	135.00
810-1728	Flash ROM Module (4194304Mb)	135.00
810-1729	Flash ROM Module (8388608Mb)	135.00
810-1730	Flash ROM Module (16777216Mb)	135.00
810-1731	Flash ROM Module (33554432Mb)	135.00
810-1732	Flash ROM Module (67108864Mb)	135.00
810-1733	Flash ROM Module (134217728Mb)	135.00
810-1734	Flash ROM Module (268435456Mb)	135.00
810-1735	Flash ROM Module (536870912Mb)	135.00
810-1736	Flash ROM Module (1073741824Mb)	135.00
810-1737	Flash ROM Module (2147483648Mb)	135.00
810-1738	Flash ROM Module (4294967296Mb)	135.00
810-1739	Flash ROM Module (8589934592Mb)	135.00
810-1740	Flash ROM Module (17179869184Mb)	135.00
810-1741	Flash ROM Module (34359738368Mb)	135.00
810-1742	Flash ROM Module (68719476736Mb)	135.00
810-1743	Flash ROM Module (137438953472Mb)	135.00
810-1744	Flash ROM Module (274877906944Mb)	135.00
810-1745	Flash ROM Module (549755813888Mb)	135.00
810-1746	Flash ROM Module (1099511627776Mb)	135.00
810-1747	Flash ROM Module (2199023255552Mb)	135.00
810-1748	Flash ROM Module (4398046511104Mb)	135.00
810-1749	Flash ROM Module (8796093022208Mb)	135.00
810-1750	Flash ROM Module (17592186444416Mb)	135.00
810-1751	Flash ROM Module (35184372888832Mb)	135.00
810-1752	Flash ROM Module (70368745777664Mb)	135.00
810-1753	Flash ROM Module (14073749155328Mb)	135.00
810-1754	Flash ROM Module (28147498310656Mb)	135.00
810-1755	Flash ROM Module (56294996621312Mb)	135.00
810-1756	Flash ROM Module (112589993242624Mb)	135.00
810-1757	Flash ROM Module (225179986485248Mb)	135.00
810-1758	Flash ROM Module (450359972970496Mb)	135.00
810-1759	Flash ROM Module (900719945940992Mb)	135.00
810-1760	Flash ROM Module (1801439891881984Mb)	135.00
810-1761	Flash ROM Module (3602879783763968Mb)	135.00
810-1762	Flash ROM Module (7205759567527936Mb)	135.00
810-1763	Flash ROM Module (14411519135055872Mb)	135.00
810-1764	Flash ROM Module (28823038270111744Mb)	135.00
810-1765	Flash ROM Module (57646076540223488Mb)	135.00
810-1766	Flash ROM Module (115292153080446976Mb)	135.00
810-1767	Flash ROM Module (230584306160893952Mb)	135.00
810-1768	Flash ROM Module (461168612321787904Mb)	135.00
810-1769	Flash ROM Module (922337224643575808Mb)	135.00
810-1770	Flash ROM Module (1844674449287151616Mb)	135.00
810-1771	Flash ROM Module (3689348898574303232Mb)	135.00
810-1772	Flash ROM Module (7378697797148606464Mb)	135.00
810-1773	Flash ROM Module (14757395594297212928Mb)	135.00
810-1774	Flash ROM Module (29514791188594425856Mb)	135.00
810-1775	Flash ROM Module (59029582377188851712Mb)	135.00
810-1776	Flash ROM Module (118059164754377703424Mb)	135.00
810-1777	Flash ROM Module (236118329508755406848Mb)	135.00
810-1778	Flash ROM Module (472236659017510813696Mb)	135.00
810-1779	Flash ROM Module (944473318035021627392Mb)	135.00
810-1780	Flash ROM Module (1888946636070043254784Mb)	135.00
810-1781	Flash ROM Module (3777893272140086509568Mb)	135.00
810-1782	Flash ROM Module (7555786544280173019136Mb)	135.00
810-1783	Flash ROM Module (15111573088560346038272Mb)	135.00
810-1784	Flash ROM Module (30223146171120692076544Mb)	135.00
810-1785	Flash ROM Module (60446292342241384153088Mb)	135.00
810-1786	Flash ROM Module (120892584684482768306176Mb)	135.00
810-1787	Flash ROM Module (241785169368965536612352Mb)	135.00
810-1788	Flash ROM Module (483570338737931073224704Mb)	135.00
810-1789	Flash ROM Module (967140677475862146449408Mb)	135.00
810-1790	Flash ROM Module (1934281354951724292898816Mb)	135.00
810-1791	Flash ROM Module (3868562709903448585797632Mb)	135.00
810-1792	Flash ROM Module (7737125419806897171595264Mb)	135.00
810-1793	Flash ROM Module (15474250839613794343190528Mb)	135.00
810-1794	Flash ROM Module (30948501679227588686381056Mb)	135.00
810-1795	Flash ROM Module (61897003358455177372762112Mb)	135.00
810-1796	Flash ROM Module (123794006716910354745532224Mb)	135.00
810-1797	Flash ROM Module (247588013433820709491064448Mb)	135.00
810-1798	Flash ROM Module (495176026867641418982128896Mb)	135.00
810-1799	Flash ROM Module (990352053735282837964257792Mb)	135.00
810-1800	Flash ROM Module (1980704107470565675928515584Mb)	135.00

All Prices are Ex Vat - CALL FOR A FULL PRICE LIST

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices are for delivery only. In the price per page (PPM) table, the price is for a full page of text at 300dpi. Prices are for a full page of text at 300dpi. Prices are for a full page of text at 300dpi.

Prices

# VALHALLA

## AND THE LORD OF INFINITY

it's a little twee, but it sets the scene for a ground breaking piece of software because Valhalla is the world's first floppy disk-based talking adventure.

### OOOH...

Yes, it might sound a little far fetched, but Valhalla is one hell of a game. Viewed from above rather than via the now-traditional Lucasarts side on view, you have to walk the young Prince around the castle, solving logical puzzles in order to open the gate at the end to the next level. On paper that sounds considerably easier than it actually is in practice, but then you'll know that if you've played this month's coverdisk.

Most of the adventure is based upon picking up objects and using them in certain locations, essentially pairing up items to create new ones, which are then used to open doors, reveal traps or just solve other puzzles. The trick to the game is making the connection between objects. Everyone knows that you use a key in a door, but what do you do with the Eye Of The Beholder? Earlier on in the level you will have passed the Water Of Beauty, so it shouldn't be too difficult to work out what to do with the Eye Of The Beholder. (Hint: "Beauty is in the eye of the beholder...")

### YOU LITTLE...

There are only four levels to the castle, but even so

this has to be one of the largest adventures ever released. To give you some idea of the sheer size of the levels, the area you can see on screen at any one time is five tiles wide by five tiles deep. The actual map size is around 100 tiles across by a 100 tiles deep! Even if you were only visiting each location once, there's still 400 screens per level to visit, and that's even before you've started to do any puzzle solving.

One of the nice things about this game is the fact that, although it's huge, you can get straight into it without even glancing at a manual. The controls have been designed so that you spend as little time as possible figuring out how to do something and more time thinking of what to do with an object.

Moving the joystick in one of the four main joystick directions makes the character walk in that direction, and pressing the fire button brings up the very simple

menu, containing only five icons. With these you can look at an object, pick up/drop it, use it on the object directly in front of the character and load/save the game. The icons are intelligent enough to work out what you mean when you 'operate' an item, for example if you operate a key and you're in front of a door, it will open the door for you, provided it's the correct key.

If you've already played the coverdisk demo this issue, then you're probably already sold on the idea of an adventure that talks to you, and if there is one aspect of this adventure that will sell Valhalla well is the fact that it can talk to you. It's such a simple idea, but it works so well. Basically, all Vulcan have done

**Vulcan Software  
have created the  
world's first talking  
Amiga adventure.  
Tony Dillon  
discovers that it's  
just like having  
your own friend.**



**T**hings have changed drastically since the good old days of the Castle Valhalla. Once the land was ruled by a fair king, with his son the Prince by his side. However, not everyone was happy. The King's brother, otherwise known as the Lord Of Infinity wanted the throne, and as time went on, he became more and more obsessed about it, until one day he killed the King and took his place. The young Prince escaped and went into hiding, while the Lord Of Infinity slowly took over the land.

That was then, and this is now as the song goes, and the young Prince has come of age. He has returned to the castle to reclaim his rightful place on the throne. However, he's still only a little fellow, and not the brightest of lads. As a result he needs you to guide him through the rooms of his previous home to stake his claim. A simple plot, and some might even say



is take out the little text messages you usually get in a game, like "It's a key" and "I can't do that", and replaced them with samples of the main character saying it. Although this shouldn't really make very much difference to the actual adventure itself, it adds a whole new level of character to the game.

After a while, and I know this sounds soppy, but you really get to like the little guy. He really does have his own sense of humour, although he does start to get cocky as the game develops. On the first level, for example, he'll tell that you he's scared whenever he opens a door. On the second level, he'll tell you that he's not really scared.

On the third level he'll tell you that he's raring to go, and as for the last level, well I wouldn't want to spoil the surprise.

That said, the end sequence is one of the most tear-jerkingly, heart-rending pieces of animation ever seen in a game. But you'll have to

get there yourself if you want to know what happens.

## BEAUTY

The game comes on six disks, which you might think would create all sorts of problems when running from floppy disk. Not at all, I say. The first two disks contain the entire game, which is loaded and held in memory from the start. The last four disks contain the speech for each level, and are only accessed when something is said. All the phrases are quite short, so the lag between selecting an icon and the Prince speaking to you is just under a second. When running from hard drive, the lag is unnoticeable. As the saved game files are collected on the speech disks, you don't even swap disks when saving your position!

Although the premise is quite simple, the actual adventure is extremely taxing. After playing it for a week and a half I managed to get through the first level, and the second looks like it will take twice as long, and as for the later levels? Most of the puzzles are logical enough, provided



All these puzzles in such a small space.

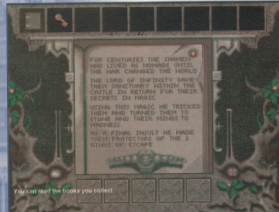
you have all the information to make a logical guess. Very nicely presented, and extremely well written, *Valhalla And The Lord Of Infinity* is a game that will make Vulcan Software a household name and very rich to boot. **CU**



A new shot from the intro.



A locked door ahead and a trap to the left.



FOR CENTURIES THE DRAGON  
HAD LIVED IN HIDEAWAY UNTIL  
THE MAP CHANGED THE WORLD  
THE LORD OF INFINITY SHED  
THEIR PRISONERY BETWEEN THE  
CASTLE IN RETURN FOR THEIR  
SECRETS IN MAGIC  
USING THIS MAGIC HE TRICKED  
THEM AND TURNED THEM TO  
STONE AND THEIR KINGS TO  
WISDOM  
HE KNEW INTUITY HE HAD  
THE PROTECTORS OF THE 3  
RINGS OF ETERNITY

You can read the books you collect.

## VERY DEEP

To give you some idea of how puzzle-deep the game is, here's the first few puzzles from level one, and the area they are played in. First of all, you are faced with a grill, a carnivore's head, a chest and a locked door. Looking around the room you spy a small hole in the tiles on the floor. Operating the hole opens it, revealing a chicken leg. If you pick it up and try to feed it to the carnivore, it isn't interested. So you drop it on the grill, at which point it turns brown. Collecting it from the grill, you try it on the carnivore again, who accepts it this time and opens the door for you.

And all this happens on an area of the level no bigger than the screen. Not all puzzles are of this size though. Many are spread all over the level, and you may well find an object on the opposite side of the level to where it is meant to be used.

## VULCAN SOFTWARE £25.99

A500 A500+ A500 A1200  
A1500 A2000 A3000 A4000

VULCAN SOFTWARE, 72 QUEENS  
ROAD, BUCKLAND, PORTSMOUTH,  
HANTS PO2 7NA. TEL: 0705 670269

RELEASE DATE: JULY  
GENRE: ADVENTURE  
TEAM: PAUL CARRINGTON (CODING,  
GFX), LISA TUNNAH (DESIGN)

CONTROLS: JOYSTICK  
NUMBER OF DISKS: 6  
NUMBER OF PLAYERS: 1  
HARD DISK INSTALLABLE: YES  
MEMORY: 1MB

GRAPHICS: \*\*\*\*\*86%  
SOUND: \*\*\*\*\*95%  
LASTABILITY: \*\*\*\*\*92%  
PLAYABILITY: \*\*\*\*\*86%

The most innovative  
adventure since Monkey  
Island.

OVERALL 90%





# INTERNATIONAL **Sensible** **SOCCER**



**LIMITED  
EDITION**  
FEATURING  
WORLD CUP TEAMS

## WORLD CHAMPIONS

**Features Include:** 100 Worldwide teams • 1&2 Player action • Slick, fast, intelligent passing • New back pass rule.

On-screen referee, red & yellow cards, suspensions, enhanced goalkeepers.

Ability to insert teams who did not qualify, and test "what if?" situations • All relevant competition group data.

Fully accurate team and player information, including first and second strip.

*Existing owners of SENSIBLE SOCCER can upgrade to the International Edition by sending their original disc 1 (or CD), a cheque or postal order for £8.00 payable to 'Sensible Soccer Offer' and their name and address details to the following:*

**Sensible Soccer Offer, Unit B3 Edison Road, St. Ives, Huntingdon, Cambs. PE17 4LF**

**Any upgrade queries please call 0480 496446**



C1, METROPOLITAN WHARF, WAPPING WALL, LONDON E1 9SS © 1994 SENSIBLE SOFTWARE. PUBLISHED BY RENEGADE.

THIS GAME IS NOT ENDORSED BY ANY NATIONAL OR ENTITY WHOMSOEVER REFERRED TO ON COVERS OR IN THE ELEMENTS OF THE GAME OR OTHERWISE.

**Sensible**  
SOFTWARE

# WIN A Sony TV!!!

**Got those telly-on-the-blink blues? Well cheer up, if you enter this brilliant Gremlin competition you could win yourself a Sony TV.**

1. WHO WAS THE FIRST MAN ON THE MOON?

- A. Neil Armstrong
- B. Louis Armstrong
- C. Stretch Armstrong

2. WHICH FAMOUS TRIO HAD A HIT WITH "WALKING ON THE MOON?"

- A. The Bee Gees
- B. The Police
- C. Rod, Jane and Freddy

3. K240 IS A SEQUEL TO WHICH POPULAR GOD GAME?

- A. Utopia
- B. Jumping Jehovah
- C. Populous

**A**re you fed up having to resort to physical violence with the rest of your family in order to watch your favourite TV programs. Well, now you can lock yourself away in your room and watch all the programs, or play whatever game you want to, as long as it's by Gremlin, makers of the superb asteroid-colonising game K240. Yes indeed, thanks to the success of this superb game Gremlin have dug deep into their corporate pockets to splash out on a gigantic Sony TV for a very lucky CU AMIGA winner.

All, you have to do is answer the above questions and send them on a postcard to Kay Two Forty Competition CU AMIGA, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



## RULES AND CONDITIONS

1. This competition is not open to employees of EMAP or Gremlin.
2. Closing date is July 31st, 1994.
3. The editor's decision is final.
4. No correspondence will be entered into.
5. Multiple entries are not allowed.





# BENEFACTOR



Merry Man number one winches up Merry Man number two on the first part of the forest level.

**"What sort of benefactor is this then?"**  
**Cried Alan Dykes as he searched**  
**Psygnosis' box for cash or the deeds to**  
**a stately home in rural blighty. As usual**  
**he had got it all wrong.**

**B**enefactor is not the game of the story of a kindly old man who bequeaths a fortune to some unsuspecting soul or charity. It is the game of the story of a kindly young man who happens to be an interplanetary do-gooder, an expert deep space survivor, and the owner of the naffest tracksuit and trainers combination seen this side of Rocky 1. Ben E. Factor is his name (and an original one at that – it ranks up

there alongside D. Fens) and helping helpless people is his game.

And the people of Lullfat are in dire need of help. Known collectively as the Merry Men they are a happy race of souls whose tranquil life has been ruined by hostile neighbours (the Minnians) who have imprisoned some of their leaders on the six moons of Minniat and stolen their most precious and joy giving icon, the Rainbow Machine.

A one-player game, *Benefactor* can best be described as a cross between *Prince Of Persia* and *Lemmings*. The main sprite, although small, is reasonably detailed (you can see his gooty tracksuit) and he moves smoothly. Running, jumping, climbing and rolling are all

executed in a manner reminiscent of *Prince*, while the main object of the game – rescuing the Merry Men on each of the six moons – is the bit that's reminiscent of *Lemmings*.

On each level there are several Merry Men to release, but getting the sequence right is very important. Merry Men can fix ladders and winches, chop their way through levels and operate mechanisms, all of which are designed to help you free others or, help the little grey men get to the colouring machine. There is a map function which allows you scan the entire level and this helps you locate keys, Merry Men and enemies.

Most Merry Men are well rounded individuals, and this is reflected in their bright colouring. But there are a few who are more trouble than they're worth – the grey ones mentioned above. Naughty devils to a man, these little lads need to be whisked away to a colouring machine pronto, before they send you to an early grave. Like sleepwalkers, grey Merry Men will keep going until they either walk over the edge of a precipice or are smartened up with the colouring machine. Thus you have to keep a close eye on them, picking them up and depositing them back to safety every now and then. In fact this game sounds as though it should have been sponsored by Benetton: simply by making Merry Men more colourful life immediately improves. Art mirrors life, eh? Or something.

## ENEMIES

No game would be complete without enemies and the moons of Minniat

are absolutely swarming with them: though moon men they ain't. It would appear that the Minnians have kicked every single nasty creature off their planet and on to these moons in



Ben uses a gigantic chandelier to reach a pot of paint.

order to make Ben and the Merry Men's life a misery. Ghosts, snakes, slugs, birds of prey, walking slugs, bees, bats and strange bendy monsters are but a few of the creatures in the way, while all sorts of platforms, ladders and mechanical winches (which need the right component to work) also conspire to hold up the hero. In this respect the Merry Men can be very useful, standing on buttons and pulling levers to make you more mobile.

There is an energy bar along the bottom of the screen and under normal circumstances it's quite difficult to kill yourself, however, fall through one of the trapdoors or run off the edge of a tree without bouncing first and you'll end up dead as a doo. Another way to finish the game quicker than Lindford Christie in the 100m dash is to allow one of your Merry Men to stray off the edge of a



Right, step on that button then ladder. He can't wait all day you know.



Time for one of those enormous leaps



Ben gets a helping hand from a surprising strong MM.

platform or fall into some water. As mentioned before you have to watch them carefully and carry or throw them to safety when necessary. As well as the usual walking and running routines Ben can crouch, roll forward, jump short or long distances, pick up and store or drop objects. Creatures or shots

that can't be avoided one way can usually be jumped past by other means, and brain power is just as important as fast reactions here.

### HANDS UP. IT'S A PICK-UP

Picking up objects is also very important. There are the usual power ups to aim for but the most essential things to pick up are keys (which open cliffs and cages) and Merry Men (yes you have to carry them around too if you want to get things done quickly). Other objects of note are: cogs (which, in the hands of the Merry Men help fix ladders and mechanisms), axes and weights.

Basically, although Ben is fast and strong, he can't do any fixing or fighting himself so rescuing Merry Men is really a two way thing – you need them as much as they need you.

There are six moons, each of which has several zones that inevitably get progressively larger and more difficult as you go along. Strange climates and scenery abound in *Benefactor* and during the game you will encounter everything from forests to castles, stopping off along the way for some Egyptian action and a chilly encounter on the ice moon.

Planning a release strategy is essential for completing each level so the mini map on the bottom left hand side of the screen is useful as it gives you some indication of your location and that of the Merry Men. However, by pressing the M button on the keyboard you can scroll around the full size map at your leisure – which is highly recommended. Pressing the fire button returns you to play mode again.

### WELL, IT'S GOOD THEN EH?

I must say, when I first started to play *Benefactor* I was mightily disappointed. I couldn't manage to get my little man to jump far enough, so he kept dying. I also didn't really see the point of rescuing those little Lemming lookalikes, I mean, come on where's the fun? Things soon changed. The first problem was remedied when I changed joysticks – I suddenly found that Ben could jump twice as far, and all those platforms were, after all, well within reach.

The second problem was remedied after I had played *Benefactor* with my new 'stick for an hour or two. Once you actually get the Merry Men working for you, anything becomes possible. They have a lot of

Lemmings cuteness and each level poses new dangers and opportunities for them. You just can't stop sitting back with smug smile on your face when you've set one of them up to winch Ben to safety after you've bunged him into a difficult spot.

The colourful background graphics work really well, my only real criticism being that it can be difficult to tell where a platform begins or ends on some levels, or indeed if that enemy is actually going to hit you.



That helpful Merry Man hanging from the lever has just opened a ledge.

The sprites are cute (if a tad small) and, once you get used to the various moves, you can really get down to the business of enjoying the game.

It might not look very special when you first load up, but if there was ever a prize for games which improve your playing time, *Benefactor* would definitely be short-listed, and would possibly win it. An incredibly addictive cross between platform and puzzle action that will take a while to finish, but will keep you entertained all along the way. **CU**

## SOME OF THOSE ENEMIES AGAIN

Never, ever, visit one of the moons of Miniat on a package holiday. If you thought Marbella was chock full of reprobates then check this small selection of *Benefactor's* baddies out.



**The blind, blue slug.** He's slow, but if your joystick doesn't work (like mine at first) he'll drain away some of your life. Not a serious threat though, as long as you are quick on the joystick.



**Rock man.** Fast but not fast enough. Guaranteed to lose you some energy but easy enough to avoid in the long run (hint, hint). He actually looks much worse than he really is.



**Dragon worm.** This one's a bit unexpected at first. One minute you're prancing merrily along, next you're having your butt fried. Very easy to jump over though. Bring along a barbie.



**Green nasty.** Bit tricky this one because he's about three times faster than you. If you get caught in the open he'll drain your life, so you'd better stay well clear of him unless you want to feel like a pancake.



**The teeth of doom.** You'll never walk over a man-hole with confidence again. These guys come from nowhere and the only way to avoid them is to do chin ups on the bar above.



**Rock man with giant back scrubber.** Go near the back scrubber and it'll kill you instantly. It is possible to jump over it and use the platforms on the way back, but there are no second chances.

### PSYGNOSIS £24.95

A500	A500+	A500	A1200
A1500	A2300	A3300	A4000

PSYGNOSIS, UNIT 2, SOUTH HARRINGTON BUILDING, 182 SEFTON STREET, LIVERPOOL L3 4BO. TEL: 051 709 5755

RELEASE DATE:	JUNE
GENRE:	PLATFORM
TEAM:	DIGITAL ILLUSIONS
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

GRAPHICS	*****+79%
SOUND	*****+71%
LASTABILITY	*****+90%
PLAYABILITY	*****+82%

“Quite an original platform puzzler, with plenty of long-term addition.”

**OVERALL 87%**



# 50 TDK HIGH DENSITY £40.99

## LOWEST PRICES

## BEST SERVICE

## RAPID DELIVERY

# GREY-TRONICS LTD

## SALES HELPLINE 081 686 9973 / 081 781 1551

### DISKS DISKS DISKS

100% CERTIFIED ERROR FREE

### + LOCKABLE BOXES

50 3.5" DS/DD	£21.99 + 100 cap lockable box	£25.99
100 3.5" DS/DD	£35.99 + 100 cap lockable box	£39.99
150 3.5" DS/DD	£51.75 + 100 cap lockable box	£55.75
200 3.5" DS/DD	£66.99 + 2X 100	£75.99
300 3.5" DS/DD	£99.99 + 3X 100	£110.99
400 3.5" DS/DD	£132.99 + 4X 100	£147.99
500 3.5" DS/DD	£149.99 + 5X 100	£169.99
1000 3.5" DS/DD	£269.99 + 10X 100	£299.99

**FREE LABELS + FREE DELIVERY BY PARCEL FORCE**

### 3.5" DELUXE LOCKABLE BOXES

40 Capacity	£3.99
100 Capacity	£4.50
Add £3.10 P&P	

### 3.5" STACKABLE BOXES

100 Cap Addup	£8.99
150 Cap Passo	£16.00
Add £3.10 P&P	

### 100 3.5" HIGH DENSITY BULK DISKS £45

## AMIGA CD32

6 GAMES PACK: MICROCOSM, CHAOS ENGINE, OSCAR, DIGGER, DANGEROUS STREET, WING COMMANDER

## £234.99

FREE DELIVERY

CD32 to Scant	£11.99
Competition Pro Pad	£15.99
Full motion video module	£190.00
100 games	£19.99
Liberation	£22.99
Gunsling 2000	£19.99
Microscan	£29.99
Fury of Furries	£30.99
Add £2.00 p&p	

### AMIGA 1200 PACKS

FREE 4 GAMES WITH ALL PACKS  
RACE 'N' CHASE DESKTOP DYNAMITE

Nigel Mansell + Tolls  
**£289.99** **£319.99**

ADD £10 for 10 Disks, Mouse mat, Joystick, Disk Cleaner, 40 Cap lockable box

**£309.99** **£339.99**

FREE Mouse mat - Disk Cleaner - Joystick  
Synthetic, Chess Engine, Nick Field's Golf, Pinball

85Mb	£429.99	85Mb	£475.99
127Mb	£475.99	127Mb	£524.99

Authorized Dealers - 1yr. at home service FREE DELIVERY

### RAM UPGRADE + MATHS ACCELERATOR

AMITEK HAWK for AMIGA 1200 FREE DELIVERY

FREE DELIVERY	No. DISK	33 MB	40 MB	40 MB	40 MB
1Mb Ram	£99	£157	-	-	-
2Mb Ram	£127	£197	-	£117	-
4Mb Ram	£197	£257	£295	£176	-
8Mb Ram	£389	-	£489	-	-

### TOP QUALITY RIBBONS

	Black	Colour
Panasonic KXP1124/1122/1180/1080	8.50	3.30
Panasonic 2132/2180	8.15	4.00
Citizen 1200/200 9/24	N/A	2.70
Citizen SWP 9/20	N/A	2.70
Star LC10/20	N/A	2.15
Star LC700	N/A	3.50
Star LC 2410/24200	N/A	2.50
Spex UK400/52100	N/A	4.00

Add £2 for Delivery

### SMART BUY

**12 GAMES FOR £14.99**

Road to Hell, Tank Battle, AGA Tennis, Pootman V2, Duel, Lemmingoids, Mouseman, Wizzy's Quest, Premier Picks, Tangle, Super League Manager, Boy & Flip

**STARTING PACK £14.99 FOR:**

10 Disks, Mouse Mat, Microswitch Joystick, Storage box, Disk cleaner

Add £3.10 P&P

### AMIGA CABLES

Amiga to TV Scart	£10.99
Amiga to Sony TV	£10.99
Amiga to Amiga	£10.99
Modulator overhang lead 23M/23F	£11.99
Python 1M Joystick	£8.75
Joystick Splitters (2)	£5.99
Joystick Extension Lead 10M	£5.99
Printer Lead	£4.00

### DUST COVERS

Amiga 1200/500/500P/600	£4.00
Commodore/Philips monitors	£4.00
Star/Citizen/Panasonic Printers	£4.00

### INKJET CARTRIDGES & REFILLS

HP Deskjet Black Ink Cartridges	£15.99
HP Deskjet Black Ink Refill	£9.99
HP Deskjet Black Dual Capacity Cartridge	£22.99
HP Deskjet Black Dual Capacity Refill	£15.99
HP Deskjet 500 C Colour Cartridges	£25.99
HP Deskjet 500 C Colour Refill	£16.99
Canon BJ 100/ex Black ink Cartridges	£16.99
Canon BJ 100/ex Black ink Refill	£9.99

Add £2 for Delivery

### AMIGA 4000 Desktop

030EC/4Mb RAM OHD	£859
030EC/4Mb RAM 214HD	£969
030EC/4Mb RAM 540HD	£1269
040LC/6Mb RAM 214HD	£1599
040LC/6Mb RAM 540HD	£1829
040TW/6Mb RAM 214HD	£1940
040TW/6Mb RAM 525 (SCSI II)	£2249

### AMIGA 600 FREE WORD PROCESSOR PACK

Lemmings pack + Dpaint III **£189.99**

FREE DELIVERY

### PRINTERS

*FREE Word Processor, lead, dust cover, printer stand, 500 A4 80gsm paper, delivery	£189.99
*Fontastic 1125 24 pin colour	£159.99
Citizen ABC 24 pin colour	£159.99
Citizen Swift 200 24 pin colour	£184.99
Panasonic 2023 24 pin mono + sheet feeder	£149.99
Star LC100 9 pin colour	£129.99
Star LC100 9 pin colour	£129.99
Hewlett Packard Inkjet 310 colour	£252.99
Hewlett Packard Inkjet 560 colour	£469.99

### MONITORS

Commodore 1442	£334.99
Microview 1438 (same as Comm 1442)	£299.99
FREE LEAD - FREE DELIVERY	

### ACCESSORIES

3.5" Disk lead Cleaner	£2.99
Mouse Mat	£2.25
1000 Labels	£10.00
Amiga Disk Drives (Cinema/Amiga/Zappo)	£54.99
Manhattan Mouse Amiga/Atari	£12.50
Universal Printer Stand	£4.99
ADD £2.00 FOR DELIVERY	

**ALL PRICES INCLUDE VAT & DELIVERY** (Unless otherwise Stated) WITHIN 3 DAYS (UK MAINLAND ONLY)  
ADD £8.00 FOR NEXT DAY DELIVERY - CALL OR SEND CHEQUES/POSTAL ORDERS TO:

**GREY-TRONICS LTD, UNIT 1015 WHITGIFT CENTRE,  
CROYDON, SURREY CR0 1UW**

**SALES HELPLINE: 081 686 9973** Mail order prices only **FAX: 081 686 9974**

All offers subject to availability. E&OE. Prices/Pack details may change without notice due to currency fluctuations.  
Please allow 6 working days for cheques to clear.

## THE HEAT IS ON



World Cup fever passes **boiling point** as Empire Software join in the fun. Tony Dillon screws his studs in once more.

# EMPIRE SOCCER



"Oh no," I cried. Not another one, please! "But you are Games Editor", said the rest of the team, "and for the privilege of playing all the latest games, you have to review your share of the soccer ones." "But I can't", I called back from my pit of desperation, "I've seen everything there is to see in a football game, and there is no way I can think of anything original to write!" "Don't you worry", came Big Al's soothing tones, "this one will be different. This one is original. This one has nothing to do with Sensible Soccer."

Well, as they always say, the Ed knows best, and it looks like this time he was right yet again (okay, enough groveling - Alan). Empire Software are the latest in a very long line of software houses to release a soccer game based upon the World Cup, and like Sierra Soccer before it, has enough pitiful points to make it worth a look.

To begin with, though, I would like to make it clear immediately that this is not the most sensible soccer game ever, and I mean that with no pun

intended. Up until now, and in fact since the dawn of computer soccer games, developers have strived to make their game the fastest, the most accurate, the most realistic, the most controllable, the game with the most moves in the world and so on, and to be honest quite a few of them

## STAR PLAYERS

Before each match you can choose the special ability you want your team to have. Naturally, if you have two completely mismatched teams, then you are going to need some kind of extra feature to even things out slightly, and Empire have added quite a few special moves to make playing just that little bit more interesting. There's the Super Barge, for example, which when selected makes any player you come in contact with collapse on the ground. Or Super Dribbling, which makes the ball stick to your feet for a limited amount of time. There are also banana shots and Super Shots, which fire the ball at five times normal speed towards the goal. One of the game's most original features, this adds an extra layer of fun to an already smart game.

It's all fast paced action in these screenshots. Left: all four players look at the ball, then it's mano et mano and, finally, the one against four routine. Hardy earth shattering stuff. But never mind because there are loads of fancy tricks in the game such as Super Barge, Super Dribbling and Super Shots.



seem to have lost the plot along the way, dropping straightforward playability in favour of fifteen different types of bicycle kick and more complicated joystick manoeuvres than a left-handed game of Mortal Kombat.

Empire Soccer is very different. If I were to compare it to anything, it would have to be the original Sensible Software soccer game, MicroProse Soccer or even the old arcade classic Fighting Soccer. It has very large sprites, way out of scale with the rest of the pitch, who can only do a small number of different kicks and tackles. It has a comical referee who trips, falls over and can even be fouled. The goalkeeper can receive a back pass, and then run as an attacker to the other end of the pitch, where, if you play him well, he can even score! This is certainly not the most realistic or accurate football game ever, and that is the main reason why I like it so much.

This game requires almost no practice at all before you can race all over the pitch, passing smoothly and chopping down other players here, there and everywhere. It's simple. It's fun. You can play anyone at it, and as long as they know how to use a joystick, they've got a fighting chance of beating you. If I were to compare

football games to card games, then Empire Soccer is to Goal what Snap is to Bridge.

The big concern is, of course, how long will you play it for?

Obviously, if it takes no time at all to get into, then there should be

every chance that it will also take no time at all to get out of. This would probably be true were it not such a great two-player game. Like any good soccer game, after a few minutes of play you find yourself on the

edge of your seat, leaning into the screen and mentally shouting at your players to get to the ball, if not actually shouting out loud!

It isn't as smooth and fluid as Sensible. It doesn't have as many options as Goal! It wasn't

programmed by Dino Dini, or based on any real licence, but at the end of the day Empire Soccer is a damn fun game, and that makes it a winner in my book. **CU**

## EMPIRE £29.99

A500 ☒ A500+ ☒ A600 ☒ A1200 ☒  
A1500 ☒ A2000 ☒ A3000 ☒ A4000 ☒

EMPIRE SOFTWARE, THE SPIRES, 677 HIGH ROAD, NORTH FINCHLEY, LONDON N12 0DA. TEL: 061 343 7357

RELEASE DATE: **OUT NOW**  
GENRE: **SOCCER**  
TEAM: **IN HOUSE**  
CONTROLS: **JOYSTICK**  
NUMBER OF DISKS:  
NUMBER OF PLAYERS: **8**  
HARD DISK INSTALLABLE: **NO**  
MIN MEMORY: **1MB**

GRAPHICS \*\*\*\*\*83%  
SOUND \*\*\*\*\*84%  
LASTABILITY \*\*\*\*\*81%  
PLAYABILITY \*\*\*\*\*88%

"A truly fun soccer game, with some very interesting twists."

**OVERALL 85%**

# THE INCREDIBLE CRASH DUMMIES

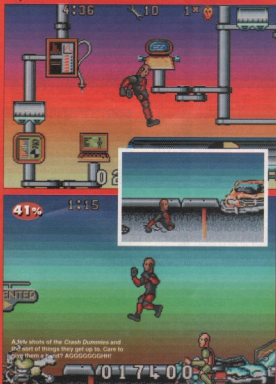
**VIRGIN OUT NOW £25.99**

**W**hat do you call a man with no arms and no legs in a swimming pool? Well, okay, perhaps that joke doesn't have a lot to do with computer games, but it does have a lot in common with Virgin's latest licence. There are some parents who think that the idea of a toy that your child can mutilate and run over accidents in is a bit sick. After playing this game I am inclined to agree. We've had games where players are blown to pieces, set fire to, bombed and generally wiped out. Okay, we've become immunised to all of that at this stage, but seeing a main sprite reduced from a fully-formed person to a double amputee is more than a little disturbing.

The whole thing happens in a large car factory disguised as a platform game. You control one of the infamous Crash Dummies in its quest to, well, get to the end really. As it runs, jumps, crawls, slides and collapses through each level, you must try not to get hit by anything, as every collision results in the loss of a limb. If you lose all four, its head comes off and you lose a life.

Crash Dummies is a very, very unplayable game. The controls are as sluggish as a blunt knife being dragged slowly through set tar, while the collision detection is decidedly bandy. The main character seems to moonwalk everywhere, never quite touching the ground and, for some reason, you can move considerably faster without legs than when with. The game looks awful too, with garish colours and the sort of animation that wouldn't have looked out of place five or six years ago, while the sound consists of an irritating tune and a small handful of sound effects. Avoid.

Tony Dillon



A few shots of the Crash Dummies and the sort of things they get up to. Care to have them? Well? Aaaaaaahhhh!

# OUT TO LUNCH

**MINDSCAPE OUT NOW £25.99**



For some reason, software houses always bring large foam costumes of game characters to the ECTS. Every year we are faced with Robocod, Zool and a whole host of others. At this year's Spring ECTS there was a new guy in town – a seven foot chef with a large jaw and a fixed grin. This particular maniac, with a penchant for bowing and opening doors for

people was introduced as Pierre Le Chef – Mindscape's new personality. In Pierre's world, food does not like to be cooked, and who can really blame it. Rather than sit in the pantry or refrigerator like your normal fruit and vegetables, these ones are wild, and have to be caught before they can be tamed. Enter Pierre Le Chef – a boss between Egon Ronay and John Rambo.

In his seemingly endless quest, Pierre has to travel through six countries of the world, collecting food for his local recipes while avoiding the bacteria and plagues that chase him around each level. At the start of each level you are told how many items of food you need to collect with your large net, and then away you go, bouncing around the huge scrolling landscape, leaping from platform to platform, swiping potatoes and tomatoes, and avoiding the douches of the evil Chef Noir. Once you have all your vegetables, drop them in the cage to trap them, and then leap through the exit to the next level.

Out To Lunch is a simple game, yet it is addictive enough to keep you playing. The variety of landscapes gives you enough challenge on each level to warrant continuing on, and the plethora of enemies, from leaping potatoes



**SWITZERLAND**



**PLAYER 1 LEVEL 2**

He oh oh oh... some how little mushroom.

Tony Dillon

Established  
in 1987



See our Amiga PD listing  
elsewhere in this issue

NBS (CU), 1 Chain Lane, Newport, I.W. PO30 5QA  
Tel (0983) 529594 Fax (0983) 821599

## Amiga CD



CDPD1 / CDPD2 / CDPD3 / CD Demo 1  
CD Demo 2 / Weird Science Multimedia  
All £19.95 each

### NEW! NEW! NEW!

Weird Science Network CD  
Allows networking between CDD2 and A1200!  
(Presents re-set on CD removal) Also includes latest  
Fish, Armo, Things, Photo CD  
Only £14.99

## CD32 to Amiga 1200

### Serial Link Cable

Including software £19.99

Cheques/PO payable to NBS.  
Prices inc VAT, please add 50p postage



## Out Now!! Out Now!! Latest Hot Issue of NBS DomainATION Magazine

Send large SAE for your free copy!

16 pages (A3 size) full of the latest and greatest PD,  
Full Assassins game list, plus unique Fred Fish Index



## MANGA Cartoon VIDEO

(Age rating over 15)

### PRINTER RIBBONS

Ameritrol 8256 / Sekonsha SP1900	£1.65
Sekonsha SL 90 (24 pin mono)	£5.99
Sekonsha SpeedJet 200 (ink cart)	£4.95
Star L.C. 10/20	£1.15
Star L.C. 10 (colour)	£7.50
Star L.C. 200	£3.35
Star L.C. 200 (colour)	£8.50
Star L.C. 10/24 200	£3.95
Star L.C. 10/24 200 (colour)	£8.25
Panasonic KXP 1000	£3.95
Citizen 1200	£3.15
Citizen Swift 24 (colour)	£8.95

### CABLES

AmigaShort	£9.99
Jewellink Extension (3m)	£5.99
Null Modem	£9.50
4 player adapter	£5.50
Amiga/Ameritrol 644 Col. Monitor	£9.50

### BLANK DISKS

10 for £5.00	25 for £12.00
50 for £22.00	100 for £41.00
£ colour quality disk labels	
100 cap disk box £5.99	
100 cap disk box £5.99	
Surfmaster Amiga 30pad	£7.99
A 400 Dust Cover	£2.99
A 1200 Dust Cover	£3.50
Mouse Mat (soft disks)	£2.99
Mouse Mat (hard, washable)	£4.99
3.5" Cleaning disk	£3.99

Akira	Katsuhiro's cult classic	£11.99
Akira Double Pack	Above plus behind the scenes making info	£17.99
Battle Angel Alita	Cyberpunk tale of a strange beauty	£9.99
Danganoh	Interstellar sci-fi. Mecha, androids & transformers	£11.99
Tank Police 1,2	Cops & robbers, and the sexy Cat Sisters	£11.99
Tank Police 3,4	More tanks and guns. Cat sisters reveal all	£11.99
Doomed Megapolis 1	Evil spirits try to destroy Tokio	£8.49
Doomed Megapolis 2	Supernatural struggle as Tokio shakes	£8.49
Judge	A chilling thriller of fraud and cold-blooded murder!!	£8.49
Laughing Target	A murderous tale of unrequited love!	£11.99
Odin	Space Adventure. Alternative dimensions and wormholes	£11.99
Ultimate Teacher	Slapstick comedy full of underwear!!	£8.49
Wind of Amnesia	Sci-fi road movie with attitude	£11.99

(Full catalogue on request)

# THE WHOLE WORLD'S PLAYING.



# WHY NOT ENGLAND?

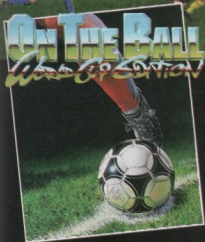
Sports





# ONLY YOU CAN MANAGE!

Sports

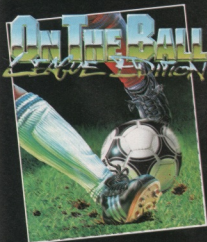


Stunning World Cup football management, you can even turn the clock back to the qualifiers, but this time you make sure England get through!

Featuring: Five difficulty levels: 1 - 4 players: full training sessions (18 styles); full World Cup programme, or start with qualifiers; comprehensive editor for matches, groups, players etc.; group and individual pep-talks; strategy sessions; view your opponents matches; six playing styles; create your own weekly and daily schedule; animated match highlights; make in-match changes to team and playing style; in-match commentary (spoken on CD). And more!

Out: End June, PC, Amiga 1meg, Amiga 1200

## COMING SOON



Combining meticulous detail and realism with sensational animated graphics and irresistible presentation, this game will inspire the football strategy genius in you.

Featuring: Unique digitised TV style match coverage; running commentary (spoken on CD); training seminars; sponsorship; home and foreign transfer lists; comprehensive data and statistics; team finances and morale; player and manager politics; expert opinions; press praise and criticism; cup conditions; uniquely accessible interface: 1 - 4 players. And still more!

Out: End August, PC, Amiga 1meg, Amiga 1200

# EVERYTHING BEFORE WAS JUST TRAINING.

CD-ROM  
features  
both  
League  
and World Cup

ASCON  
Dance Marketing, Tel: 071 326 2762



The most unlikely-named beat 'em up ever is finally ready. So we got a most unlikely-named journalist to check it out. Alan Dykes puts on his plastic Spock ears and gets fighting.



# Elfmania

**B**eautiful, colourful or cute things can often be the most dangerous – they can lull you into a false sense of security and then striking out when least expected, stunning you like a rocket-charged python. *Elfmania* is such a thing. Who would have thought, after *Streetfighter 2*, *Body Blows* and *Mortal Kombat*, that what's basically a bunch of fighting fairies would inspire an office into aggressive bouts of one-on-one fistcuffs and high-pitched screaming. I had my doubts when I first saw it.

What are all these coins doing bouncing around the screen, eh? And what about those little bits of treasure? I mean, things don't happen like this on the street! However, once the action really started, I was hooked.

For one or two players, *Elfmania* is 'set' in the mythical land of Muhmulandia, a land of elves. The challenge is to be crowned king of the elves and to do so you have to defeat the current king. Muhmulandia is divided up into 36 counties and you

need to (rather underemocratically I have to say) defeat fighters from only six consecutive counties to win the crown. But it's not as simple as it sounds.

In single-player mode you start off with cash in the form coins which buy the services of fighters. More experienced ones cost more dosh, so at the beginning you can only choose between one of three characters, who cost \$75 each. Beating the hell out of each enemy (in a very nice elf-like fashion, of course) gives you more coins, allowing you to hire tougher fighters for later bouts.

Starting at any point on the introductory map you fight either vertically

or horizontally in a straight line until you are beaten, then, because you need six counties in a row to beat the king, you'll need to change direction. Until you're beaten again of course. (If this is difficult to get a grip of check out the map screen on the bottom of this very page.)

In two-player mode you can have a quick flick through the fighters and, well, I never knew that elves had such a varied racial culture. There's a sumo wrestling Japanese, a vicious and con-



(Above) The not very exciting 'bum' move. (Below) Yo! Lord-ass wins. And not a single drop of blood.

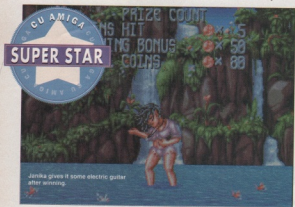


temptible sword wielding Turkell and a king equipped with a fiendishly destructive mallet. These three constitute the toughest enemies, but because everyone is yours for a price, if you win enough bouts, you can hire these blighters later on in the game.

This last function is useful because although the initial three fighters will see you through the first round or two, you'll get nowhere with them later on, thus it's a good idea to move around a bit on the map and win as many fights as possible against weaker opponents, gaining cash in the process, and hiring a more advanced fighter before you move onto the next county in your line of conquest. Fighters

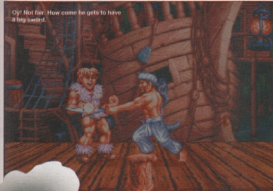


The map screen. Player 2 (me) has won a straight line of 36 against Player 1's lousy two Os.



Janika gives it some electric guitar after winning.

# THE FUTURE OF FOOTBALL MANAGEMENT IS IN YOUR HANDS TACTICAL MANAGER



strengths are indicated by stars and, of course, by their price tag. Remember, if you're crap enough to lose

all your coins (by having the stuffing kicked out of you) then you lose the game.

If all of this sounds unnecessarily complicated, then I'm sure Terramarque will be delighted - *Elftmania* isn't intended to be just another mindless beat-'em-all-in-the-correct-order game; it involves working out a strategy to win, watching your cash flow and generally being a sharp-witted geezer.

There are no complicated, hidden moves. The standard ones - punching, kicking, stabbing, defending and a host of others (including one of the sumo's that could be best described as 'burning') are easy to execute, and although each fighter has a special spinning move it doesn't involve amazing feats of joystick juggling to complete.

The coins which are dropped by each fighter when hit add an extra dimension to gameplay. After you've walloped someone, step back, hit their cash and I'll earn you extra points while damaging them even more.

Another welcome addition to the game is its artificial intelligence system. Some players (I'm not mentioning names, but you're bound to know one) tend to find a single move which works consistently. We all know the type: they find out how to make Blanka spin every time they even look at the joystick and so win almost every game. *Elftmania* has been designed to outsmart to this sort of japey, so tough luck sad single-move players, your time of reckoning has arrived.

But what would all of this be if the blasted thing didn't look and move in a top-class manner. Not only does *Elftmania* win hands down in the colourful and clear graphics stakes, it also kicks ass in the scrolling department. Example: the fighting area is about two screens wide, so what happens when one of the eleven pugilists

runs for cover? Does the game go into shake-oops-disk access-ah-that's-better mode? No! And I mean that emphatically. You can follow him or her immediately and with a minimum of fuss.

The sound is excellent too. Running it through a monitor was okay, but you really do get some nice stereo effects and the full benefit of the music if you link it up to a more powerful stereo system. All of which leads me to believe that, despite its cutesy appearance, *Elftmania* has won its own six fights, is about to collect a wagon load of real coins of the realm and become king of Amiga beat-'em-ups.

Okay, a cute beat-'em-up might sound perverse but *Elftmania* has managed to prove two things:

1) Consoles are not the only place you can find decent beat-'em-ups; 2) You don't have to rip anyone's head off, have blood spouting everywhere and have special moves that are about as easy to execute as an American mass murderer to produce a top class, strategic and fun game. Very well done. **CU**

## RENEGADE £29.99

A500 £ A500+ £ A500 £ A1200 £  
A1500 £ A2000 £ A3000 £ A4000 £

METROPOLITAN WHARF, WAPPING  
WALL, LONDON E1 9SS  
TEL: 071 782 3643

RELEASE DATE: JUNE  
GENRE: BEAT 'EM UP  
TEAM: TERRAMARQUE  
CONTROLS: JOYSTICK  
NUMBER OF DISKS: 2  
NUMBER OF PLAYERS: 2  
HARD DISK INSTALLABLE: NO  
MEMORY: 1Mb

GRAPHICS \*\*\*\*\*92%  
SOUND \*\*\*\*\*89%  
LASTABILITY \*\*\*\*\*90%  
PLAYABILITY \*\*\*\*\*87%

Cute but deadly. Amiga beat-'em up of 1994.

**OVERALL 93%**

**The Most Sophisticated** and realistic Football Management Simulation has arrived. Tactical Manager actually plays each match ball by ball - you can attempt any match in real time and adapt your strategy according to your team's strength, tactics, fielding and the run of the game.

**Operate** in the national and international transfer markets selecting from 3740 real footballers and 41840 real player parameters to build your ideal team. Use the unique database-like search facility to locate any player in the league each of them with 30 real parameters to ensure ultimate realism - be aware of the positive and negative aspects of each individual.

**Select from 64** (4 x 8) different and adjustable tactical approaches to your matches - do you want to real time think the opposition and play the attack well? Improve the performance of your team by motivating them, using substitutes and placing troublesome players on the transfer list.

**Revisit** 50 years of results and league tables - 21990 matches! 13 different charts ranging from the standard league table to the most bookings and most consistent player charts. Print results tables, fixtures, transfer and European lists, referee and financial data, scouts and examiner reports, squads, and manager achievements dating back over the last 20 years.

**Compete** at friendly level, League, FA and League European, ECWC and UEFA Cups or challenge the top European teams.

**Experience** THE most sophisticated management simulation ever - Over 900 Kb of game logic programmed in Assembly code to give ultimate detail and speed and a unique 46 player multiuser system. Complete control of your team. Select your penalty, free kick and long throw takers, wingers, sweepers, captain, ball winners, playmakers, reserves and player managers.

**Available Now for all 1 Mb Amigas**  
(1 Mb required) - 25.99



Black Legend, Fulham Hall Bury,  
Fulham Hall Lane, Woking, Surrey, GU24 0AP  
Tel: 0438 840004



"Tactical Manager should satisfy even the most committed ferse winnibers"  
Amiga Format

"Each game played has a realistic outcome" - The ONE  
"Penalty incident quite literally had me on the edge of my seat" - The ONE  
**Lastability 87%**

"Tactical Manager is a very absorbing football manager simulation. Extremely involving. A great game" - CU AMIGA  
**Lastability 96%**  
**Playability 93%**



# EPIC

Order hotline. 0793 490988



## Professional Clipart & Fonts for All Amiga's

 <b>CCH05-2. HORSES</b> Twenty two images on two sheets Only £19.99	 <b>CCFR7-3. FRUIT</b> Thirty Seven Fruit images of Fruit £7.00	 <b>CCFL12-6. FLOWERS</b> Over ninety images of flowers £12.00	 <b>CCFI12-6. FISH CLIPART</b> Ninety colour images Only £12.00	 <b>CCD08-4. DOGS ONE</b> A further 50 dog images Only £19.99
 <b>CCDI5-2. DINOSAURS</b> Twenty five high quality images £19.00	 <b>CCC3V-1. CARS &amp; VEHICLES</b> Thirteen images included £3.00	 <b>CCCA3-1. CATS</b> Eleven feline images in total £3.00	 <b>CCBI4-7. BIRDS</b> Over 100 stunning images Only £14.00	 <b>CCV8-4. VEGETABLES</b> Fifty clipart images Only £19.99
 <b>CCPT10-5. PLANTS &amp; TREES</b> Fifty Colour Images Only £19.99	 <b>CCSH5-2. SHIPS</b> Thirty three miscellaneous images £5.00	 <b>CCRE10-4. REPTILES</b> Includes Snakes, Lizards etc Only £19.99	 <b>CCAP4-2. AIRCRAFT</b> Thirty two miscellaneous images £4.00	 <b>CCMA10-5. MAMMALS ONE</b> Over 100 miscellaneous animals Only £19.99
 <b>CCLS10-4. LANDSCAPES</b> A collection of landscapes £10.00	 <b>CCIB7-3. INSECTS &amp; BUTTERFLIES</b> Almost forty stunning insect files £7.00	 <b>CCD06-3. DOGS TWO</b> Another forty dog pictures £6.00	 <b>CCMA8-4. MAMMALS TWO</b> Another forty animal images Only £9.99	 <b>CCFL8-4. FLOWERS TWO</b> 70 images of flowers images Only £19.99
 <b>CCMI2-5. MISCELLANEOUS 1</b> A collection of various subjects Only £12.99	 <b>CCMI4-6. MISCELLANEOUS 2</b> Hundreds of miscellaneous pictures £14.99	 <b>CCPA8-4. PAINTINGS</b> Over twenty classic paintings Only £9.00	 <b>CCM08-4. MOTOR CYCLES</b> Twenty interesting bike images £8.00	 <b>MP3-1. MONO PAGESSETTER ART</b> 70 images (computers, people etc.) Only £19.99

## FREE BOX OF TEN QUALITY BLANK DISKS WITH EVERY PURCHASE OVER £25

 <b>EYC4-2. EYE CATCHERS</b> 2000+ EYE CATCHING CLIPART Only £4.00	 <b>MK47-3. KIDS CLIPART</b> A three disk collection of Kids clipart, cartoons, animals and comical pictures included, all can be coloured in... Only £7.00	 <b>MC084-2. OFFICE &amp; BUSINESS</b> Images, WITH AND WITHOUT Only £4.00	 <b>GFX15-10. PROFESSIONAL ART</b> This collection of fantastic quality mono images contains well over 100 in total, subjects include: Cars, people, buildings, Kinas, food, animals etc, etc. Only £19.00
 <b>PSF17-10. PAGESSTREAM FONTS</b> Help make your documents stand out from the crowd with this superb selection of Eye-catching clipart. Only £17.00	 <b>WWF17-10. WORDSWORTH FONTS</b> There's over 100 top quality Pagestream fonts featured on ten disks, all easily installable into Pagestream. Only £17.00	 <b>SCA9-3. SCALAFONTS &amp; EDITOR</b> A two disk set of high quality mono images for use in any point or DTP package. Only £4.00	 <b>CLF9-3. COLOUR CLIP FONTS</b> Well over 100 Amiga bitmap fonts for use in Scalafont, Paint, etc. From 7 point up to 36 point in size. Compatible with easy to use font editor. Only £9.00

**ORDER FORM**

Name \_\_\_\_\_

Address \_\_\_\_\_

Tel \_\_\_\_\_ Amiga \_\_\_\_\_

Payment method \_\_\_\_\_ Total packs \_\_\_\_\_

Price £ \_\_\_\_\_ + 50p P&P = £ \_\_\_\_\_

**Credit card details.**

Credit card No. \_\_\_\_\_

Expiry date \_\_\_\_\_

ALL ORDER CLIPART IS AVAILABLE IN A BOX OF 10 COLOURS, PROVIDED THE VOUCHER AND CARD ARE RETURNED.

\* I REQUIRE MY COLOUR CLIPART IN:

16 COLOURS \_\_\_\_\_

32 COLOURS \_\_\_\_\_

256 COLOURS (HAM) \_\_\_\_\_

4096 COLOURS (RAM) \_\_\_\_\_

**OVERSEAS ORDERS**

Overseas orders can be made, but there is a restriction order of 1000 and please add £10 per 100 for first class Normal delivery.

**COLLECTING**

You are welcome to collect your order, but you are advised to phone in through prior to collection. Office hours 9.30am - 5.30pm Mon-Fri.

**ORDERING BY POST**

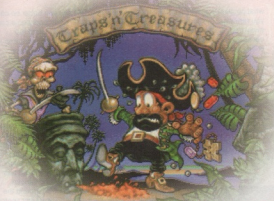
Simply send your order in as a 44 page, listing the items you require, the total one, and your name & address, or if you wish simply mark off the items you wish to order, fill in your name etc., and send this right in to: Epic Marketing, Victoria Centre, 138-139 Victoria Rd, Swindon, Wiltshire SN1 3BU.

**ORDERING BY PHONE**

Call any time between 9.30am & 5.30pm Monday to Saturday with your credit card details, and the items you would like to order.

**UK Delivery charges. Please add a total of 50p for Postage & Packing.**

**SAME DAY GUARANTEED DISPATCH ON ABOVE TITLES ADD £4.00**



## TRAPS AND TREASURES

KRISALIS £25.99 OUT NOW

**C**aptain Flynn is having a really bad day. Not only has he lost his ship on the rocks of a foreign island, but all his crew have been kidnapped as well. Being the hardy sea dog that he is, he won't let any minor things like the fact he's only got one leg and that his parrot has flown off with next door's budgie get to him. He will save the crew and recover a ship if it's the last thing he ever does. Apparently.

To get a new ship and reclaim his crew, he has to partake in a four-way scrolling platform game, leaping from lip to lip, collecting objects and stabbing all manner of opponents, from sharks to shell fish, from pirates to princes, with his cutlass. It's all very standard fare, with coloured keys opening coloured doors, and various other power ups opening certain parts of the map. We've all seen it before, and we know how it all works.

As usual there are all sorts of bonus levels and sections, which are discovered by collecting parts of a treasure map on each level. When you have collected all the different parts of the map, you are then transported to a single, very long scrolling platform section. Also, there are bonuses

Land shoy!  
Throw down  
the sails,  
man the  
boats.



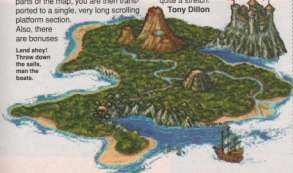
On guard me hearty, shiver me outcakes, parrots and what not.

for gems collected, secret passages to be found and a myriad of other hidden features.

Starbyte, the programmers of *Traps and Treasures* are the team who brought us the superb *Fly Harder*, a game that has rarely left my A1200, so when I heard they were about to put out a platform game through Krisalis, I expected great things. Sadly, I think that my high expectations left me with nothing but a feeling of being let down. *Traps and Treasures* is unbearably average to play, and I can't see anyone playing this game all the way through. Although the game is quite cute to look at, it seems a little short on character. Not the most inspired platform game ever, by quite a stretch.

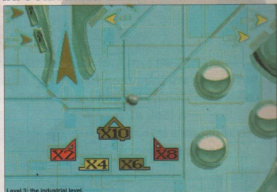
Tony Dillon

65%



## THE ULTIMATE PINBALL CHALLENGE

INFOGRAMMES £29.99 OUT NOW



Level 3: the industrial level.

**P**inball wizards come and go, some are fast and some are slow. Or so I've heard. My favourite pinball conversion to date was *Devil Crash* on the PC Engine (*Dragon's Fury* on Mega Drive) – and that goes back some time. *Pinball Dreams* and *Pinball Fantasies* have come close, they certainly made the grade, have high addiction levels and are the best on the Amiga, but favourites will be favourites. That's one thing about Pinball though: if you love it you'll play it again and again, if you don't you'll still play it but it won't stand the test of time.

*The Ultimate Pinball Challenge* is not only a pinball game – it's also an adventure of sorts. You can play it either as a standard arcade game, with a choice of three tables, or else take part in an adventure which sees you travelling through all three tables, from the easiest to the most difficult and via the bonus games to the bitter end, a conflict where you pit your balls against the most wicked witch this side of the Yellow Brick Road. In fact, each table is under the protection of a witch: The desert table, *Wasteland*, has one called Wuhan (she's a fox), the ice table, *Antarctica*, has one called Omdura (she's a babe) while the Heavy Metal table, the last level of the adventure, hides Frelia (and she's neither).

What's in it for the average Pinball fan then? Well, a lot, and then again not much either. There's no doubting the *Ultimate Pinball Challenge*'s size and complexity. The first level has 60 screens and all levels have bonus screens that boost your score impressively. It's also quite difficult. It's just that, in trying to give us so much, they seem to have missed the point. An Amiga pinball



Bonus level 1: oh dear, not a very good score.

game should be a computer version of what we see in the arcade, the pub or the chip shop. The conventional pinball table has only a very limited space to create its effect, and within that space, the more gimmicks, bells, whistles and gaping holes for your ball to disappear into the better. The key to a good game is how busy it is. Speed and distraction are your greatest enemies.

Boredom, however, is your greatest enemy in *The Ultimate Pinball Challenge*, that and the weird and not-so-wonderful soundtrack (sounds like a dodgy sci-fi movie). It's a difficult game to play – I just wish I had more incentive to keep going at it in arcade mode, which is primarily why I would have made the purchase.

The adventure aspect sounds good, if you're into that sort of thing then fire away and try to achieve the final goal – this may provide more incentive. But I just wanted to get a high score for the hell of it, and the lack of fun in trying to achieve this simple goal was amazing.

If you are really starved of new pinball action, and the adventure element sounds attractive, then this game could be for you. Otherwise maybe not.

Alan Dykes

61%

# Bump 'N' BURN

**It's a well-known fact that women are better drivers than men (is it?—Ed) so we sent Lisa Collins off in a fast car to have a look at Grandslam's latest racing game.**



I loved Mario Kart when it came out on (the vastly inferior) SNES, so I was looking forward to playing Grandslam's latest track game—*Bump 'N' Burn*. At first glance, I was a little disappointed, the graphics seemed few and far between and the screen appeared to be very dark. However, after quite a few spins around the track, the game began to grow on me. In fact, it grew on me so much that after one lengthy bout of racing around the various tracks, I developed a bout of motion sickness and had to leave the office to get a breath of fresh air to revive myself.

## PULL UP TO THE BUMPER

*Bump 'N' Burn* is set in Toonland and once a decade all the drivers try to pit their wits and skill against the current champion—Count Chaos who would stop to any lengths to stop you winning. To help you beat the Count, you can choose one of eight characters and cars. It's all fair and above board, no car is better than any other and none of the characters have any extra powers over the others. For example, the eskimo

what position you are in. However, you rarely get the chance to look away from the screen to check it because everything moves so quickly in this game.

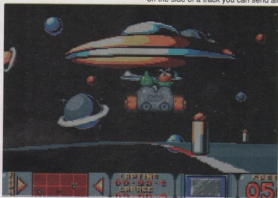
However, *Bump 'N' Burn* is more than just endless racing around various tracks hoping to get there first. There are numerous obstacles along the way that you must dodge, such as enormous penguins, threatening igloos, scary ghosts, menacing candy sticks, pot holes and such like. Also, at any moment, flying saucers or enormous birds might try to lift you off into oblivion. To combat these you have some dirty tricks up your sleeve. For a start, if you hit the right signpost on the side of a track you can send all

the game. But had you better be careful because the other opponents can do the same to you. I found the smoke screens the most annoying as you never knew when they were going to strike, so keeping on the track was very difficult.

## HAD A RACE

In all, *Bump 'N' Burn* is a fun but tricky game. You have to keep your wits around you at all times to make sure you dodge the pits of debris or igloos that always seem to be lying on the track. There are a few minor niggles though. Some of the worlds appear to have been given more detail than others. Whereas the Future World has lots of nice graphics and various space-like items strewn around the level, the Haunted Forest just seems to have the odd lump of wood strewn about. Also, there was a difference of opinion in the office concerning the cornering. Some felt that handling was just a bit too sticky for the game's own good.

Minor niggles aside, *Bump 'N' Burn* is a fun if not entirely original racing game. It brings a new and humorous slant to an old genre and ultimately succeeds on gameplay too. **4.5**



To get out of the spaceship's nasty grip, you have to frantically wiggle your joystick.

character doesn't fare any better in, say, the Ice world than the desperate Dan character. But, fear not, you can soup up your car throughout the race by picking up coins and going to the shop to buy extra bits and pieces to give you that extra edge over the other competitors.

## THE BLUE AND THE RED CAR...

The championship is set over seven worlds which range from the Haunted Forest through to Future World. You can race through these zones, in whatever order you want, until you earn enough points to take on the evil Crusher. There's a handy map at the bottom of the screen to let you know

the other cars behind you off in the wrong direction. Also, by collecting the stars that are littered around not only can you make yourself invincible or invisible, you can notch up some nasty surprises for your opponents.

These dastardly tricks probably give the most satisfaction in two-player mode. Watch with glee as your opponent veers off the track straight into the bushes when you drop a smoke screen behind you. Smirk smugly as he skids all over the oil slick you left behind for him—as you race off into the lead. Smile sympathetically as he crashes head-first into the iron wall that you considerately left behind.

These tricks all add to the fun of

## GRANDSLAM VIDEO £25.99

A590 A500- A600 A1200  
A1500 A2500 A3000 A4000

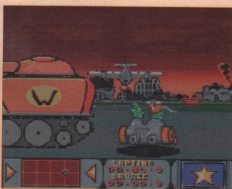
3 RATHBONE SQUARE, 23 TANFIELD ROAD, CROYDON SURREY CR0 1AL. TEL: 081 688 7044

RELEASE DATE: OUT NOW  
GENRE: RACING  
TEAM: PIETER OPDAM  
CONTROLS: JOYSTICK  
NUMBER OF DISKS: 5  
NUMBER OF PLAYERS: 2  
HARD DISK INSTALLABLE: YES  
MEMORY: 1Mb

GRAPHICS \*\*\*\*\*80%  
SOUND \*\*\*\*\*65%  
LASTABILITY \*\*\*\*\*85%  
PLAYABILITY \*\*\*\*\*87%

**"A good fun racing game with lots of action."**

**OVERALL 87%**



# ALL WORK AND ALL PLAY



**£299**

(excluding VAT)

## THE TWO-IN-ONE MONITOR FROM MICROVITEC

There's a new, highly versatile, dual purpose colour monitor that's unbelievable value for both business and games use.

Compatible with all workbench modes, the Auto-Scan 1438 has high performance electronics and an ultra fine tube for sharp, crystal clear images.

Designed and built to exacting standards for

assured reliability and quality by Microvitec, the UK's leading monitor manufacturer, features include:

- 14" screen
- 0.28mm dot pitch
- 15-40 kHz
- Fully autoscanning
- MRPII compliant
- Designed and manufactured in the UK



**MICROVITEC**  
WHEN PERFORMANCE MATTERS

Microvitec Plc, Bolling Road,  
Bradford BD4 7TU  
Tel: 0274 390011  
Fax: 0274 726866

CALL NOW ON 0274 390011 FOR YOUR NEAREST DEALER



Tony Dillon is so old, he was one of the people who  
 applauded when *Impossible Mission* was first released.  
 That's why he wanted to review MicroProse's 1994 update.

**A**s an erstwhile Spectrum and C64 owner, the name *Impossible Mission* sends all sorts of chills up and down my spine. I can well remember countless days and nights spent searching rooms in a secret underground bunker, looking for the missing parts of a puzzle that would allow me to enter the hidden room and kill the mad professor who is trying to take over the world. "Destroy him my robots," cried the voice of said sanity-challenged intellectual. Digitised speech on a C64! It was incredible.

But that was ten years ago, and now MicroProse have seen fit to bring us the 32-bit 1994 edition of the game that rewrote the rules.

However, I can't help but feel a little disappointed by the improved

Logging onto a computer gives you access to your inventory.

design. In the good old days, when you only had a few colours to play with, and a maximum of 64K, most of the programming time was spent on getting the playability of the game perfect. Nowadays, the actual level of gameplay is allowed to slip a little if it means you can make the graphics nicer, or add some more music to the game.

### MISSION IN ACTION

The presentation has been updated, but the actual game remains much the same. You have to search every object in each location for the parts of a puzzle, which must be solved to open the exit for the location. As items are searched, various other objects can be found, such as single shot guns, jetpacks, mines and all

### RETROACTIVE

Fans of the original Commodore 64 version will be over the moon when they find that an almost pixel-perfect copy of *Retrospective* – that classic title is included with this '94 update. Using the same graphics, sounds and colours, this conversion brings back all those late nights as a young teen, schematising my way around the underground hideout, avoiding robot lasers and trying not to fall down holes. It isn't completely perfect, and some of the playability has suffered slightly in the conversion, but it's still a very nice bonus.

manner of other toys and freebies. As you run around the enormous scrolling levels, you'll also find computer terminals dotted about, which when activated will either supply you with an inventory list, a shoot 'em up, a Simon-style music memory game or a terminal location program that will show you where all the other computers are. At the end of the level you'll find the computer that is used to sort the puzzle, which takes the form of a very difficult sliding block puzzle, difficult only because you have to build a circuit board with absolutely no way of checking which way the pieces fit together.

So what improvements have been made over the original? Well, you now have three different characters to choose from instead of the original one. The rooms have been broken down into levels and expanded to a hundred times their original size. Described by someone at MicroProse as, "the thinking man's platform game", *Impossible Mission 2025* is surprising low on

Left: Whichever character you use won't really make a lot of difference to how the game plays, but it's nice to have the choice.



Our hero in the middle of a search.



Like the original, the only defensive move you have is this nifty somersault.

action by comparison to most platform games, but then again it does require a considerable amount of thought.

### MISSION THE POINT

After playing the game for a few nights, I have to admit I feel a little disappointed. By trying to combine a puzzle game with a platform title, MicroProse seems to have fallen between two stools. This game just doesn't have the charm or excitement of the original, but perhaps fond memories have clouded my view.

Don't get me wrong, this isn't a bad game, it just gets tedious after a few goes. It may have been souped up for the nineties, but it belongs in the eighties. **CU**

### MICROPROSE £29.99

AS500 AS500+ AS500+ AS1200  
 A1500 A2000 A2000 A4000

MICROPROSE, THE RIDGE, CHIPPING  
 SODBURY, AVON, BS17 6AT.  
 TEL: 0454 326532

RELEASE DATE: OUT NOW  
 GENRE: PLATFORM  
 TEAM: IN HOUSE  
 CONTROLS: JOYSTICK  
 NUMBER OF DISKS: 2  
 NUMBER OF PLAYERS: 1  
 HARD DISK INSTALLABLE: YES  
 MEMORY: 1Mb

GRAPHICS \*\*\*\*\*81%  
 SOUND \*\*\*\*\*84%  
 LASTABILITY \*\*\*\*\*76%  
 PLAYABILITY \*\*\*\*\*79%

"The thinking man's  
 platform game hasn't  
 aged well."

**OVERALL 80%**





# GBRoutePlus

Exclusive offer direct from complex computers  
buy GBRoutePlus for £49.95 and get  
GBRoutePlus Edit worth £29.95 absolutely FREE!

*award winning "best Amiga Utility"*  
*Route planner for the Amiga range of computers\**

## **GBRoutePlus features include:-**

- ⚡ Over 25 million possible routes
- ⚡ Calculate fastest, shortest & cheapest routes
- ⚡ Includes motorways, A roads and B roads
- ⚡ Includes cities, towns and many villages
- ⚡ 5 via options, 3 avoid places and avoid road
- ⚡ Colour and Wireframe map graphics
- ⚡ Optional interlace display
- ⚡ Supports colour and black and white printers
- ⚡ Map scrolling and zooming facilities

- ⚡ Motorway service stations included
- ⚡ Road bias facility for six classes of road
- ⚡ 10 Levels of magnification to a 1 mile scale
- ⚡ Mileage scale bar
- ⚡ National grid co-ordinates
- ⚡ Colour palette requester
- ⚡ ARexx support - over 50 commands
- ⚡ Vector mileage calculator
- ⚡ 3D look user interface

## **GBRoutePlus Edit**

The possibilities are almost limitless and there are many examples of how the Editor can benefit you, for example it is possible to incorporate your home, workplace, company branches, friends and relatives homes, additional roads and places, tourist landmarks, hotels and public houses, holiday sites and of course future road changes

- ⚡ Compatible with A500/A500+/A600/A1200/A1500/A3000/A4000 - 1 Meg required

**To order or for information pack**

**Telephone 0706 224531 / 0248 371299 - fax 0706 225320**

Please send me GBRoutePlus for my Amiga computer together with GRoutePlus edit at the special price of £49.95 Fully inclusive to :-

NAME:.....  
ADDRESS:.....  
POSTCODE:.....  
CARD NO:.....  
EXPIRY DATE:.....  
SIGNED:.....

Complex computers - 2 The Arcade, Waterfoot, Rossendale, Lancashire BB4 9AF. E7OE  
We accept cheques, Visa & Access. Made payable to Complex Computers. 1st class post is free!

# VFM



**Tony Dillon's hitting skid row, so here's the games that he can afford to buy this month.**

**BUDGET**



## AWARD WINNERS GOLD

**EMPIRE £29.99 OUT NOW**

If there is one thing that Empire Software do really well, it's getting together the best compilations around. The original Award Winners was a great package, but is nothing compared to this one. Four of the best Amiga games ever released at a bargain price of less than £8 each... you can't go wrong, can you? But enough praise; let's take a good look at the games on offer.

First up is Sensible Soccer. Do you really need me to tell you about this? Regarded as one of the best soccer games ever, it has been responsible for more than a few wasted lunchtimes and evenings. Keeping in a sporting theme, you can play something a little more leisurely with Jimmy White's Whirlwind Snooker, from the same man who brought you the superb Archer Maclean's Pool. Steve Keen reviewed it last month and gave it a mammoth 96%, so you don't really need to be told again how good it is.

Zoo! is a fabulous platform game, and one that no Amiga owner should be without. If you did miss out the first time around, then here is your chance to do a little catching up with Gremlin's Space Ninja from the Nth dimension. Last, and by no means least, what Empire compilation would be complete without a copy of the game that started space adventures like no other, Elite. Although it seems a little basic alongside the mighty Frontier, it's still terrific fun to play, and you won't be able to put it down for a minute.

What can I say? This has to be the greatest compilation ever released! Four amazing games, one amazing price!



## JACK NICKLAUS UNLIMITED GOLF & COURSE DESIGN

**ACTION 16 £12.99 OUT NOW**

Accolade released quite a few golf games with the Jack Nicklaus license, and to be honest I can't remember any of them being all that good. Okay, so they weren't exactly terrible, but when placed alongside something like Microprose Golf or Nick Faldo's Golf, they never really hold up. This four-year golf effort is really the best that Accolade could come up with; it's favourable only because of the course designer included with it that allows you to make your path as easy or as difficult as possible.

The pictures on the back of the box say "PG Screen Shots", which usually means that the Amiga version doesn't look that hot. However, as they are EGA pictures, the Amiga version looks exactly the same - blocky, simplistic and ever so slightly dull and repetitive. I'm sorry, but this just doesn't compare to any of the other top-selling golf games around.

The one place where the game really falls down, though, is in the actual playing. On one hand it is far too easy, and on the other, it's far too hard.



You can get from the tee to the green in no time, regardless of wind or personal skill as the computer selects the appropriate wood or iron for you. On the green, the ball follows its own laws and curves all over the place.

Unfortunately, Jack Nicklaus Unlimited Golf and Course Design is a big bundle of no fun.



## APIDYA

**TEAM 17 £10.99 OUT NOW**

BlueByte's Apidya was received with a real mixed bag of reviews when it first appeared a couple of years ago. It also received mixed reactions in the CU AMIGA office - some loved it while others hated it.

Imagine if you will a shoot 'em up over a garden, something along the lines of Honey I Shrunk The Kids, And Then Tooled Them Up For War. You control a bee as it flies over some low grass, shooting flies, wasps, Grasshoppers and some particularly nasty Red Admiral butterflies with your multi-firing laser guns, homing missiles and ground bombs.

If you are going to have cute things in the game, then you might as well make the weapons cute as well. If you are going to have an R-Type like weapons upgrade system, then you might as well not give it to something cute and cuddly.

At the end of the day, Apidya suffers from bad design more than anything technical. A game should be hard but ultimately playable. This is just frustratingly hard as all too often you find yourself in a situation where the bullets and enemy sprites move much faster than you can, and as a result you die all too many times. Strange game.

# Adventure Helpline



The  
siren of  
RPG  
games,  
Vamp,

VAMP

is back and  
primed for action  
with yet another  
month of puzzling  
game queries  
and problems.

*When the Chapel  
chimes at midnight,  
And tombs give up  
their dead,  
Beware Vampyra's  
honeyed lips,  
And fangs which  
drip blood-red.*



## BENEATH A STEEL SKY

If you can answer the following question, I promise I'll buy you a Cheeseburger next time you are in town. (I will have to ask my wife's permission, of course.) How do you get past the monster lurking in the darkness of the subway?

Keith Ellis, Weston-S-Mare.

*I'm afraid that getting stuck in the dark with an ugly monster is how most women spend their Saturday nights. If it wasn't so dark you would easily see a way past the ugly brute. Providing you have the light-bulb, you can insert it into the tiny lamp socket which is just visible on one of the two electric cables which are on the wall nearby.*

## DUNGEON MASTER

I'm stuck in *Dungeon Master* from Pysgnosis. I think I'm on level three and I'm in a room with writing on the wall which reads, "When is a rock, not a rock?"

Mad Mick, London.

*Is that a rock you've got in your pocket, or is it just an illusion? Just my luck, it's an illusion. Just walk straight through the wall, next to this sign to find the passage beyond. This passage has another nasty trick in store, so keep an eye on your compass.*

## LEGEND OF KYRANDIA

I bought this game almost a year ago and only recently started to play it. I am stuck in the caves just after beating Malcolm. I have all the rocks, a gold coin, and the two emeralds. I think you have to do something at Twilight Place, but I am not sure. I have explored every cave but alas I can't get any further.

Keir Daherty, N. Ireland.

*WELL now I don't know just how much help I should give with this easy game. The gold coin is the solution to your problem. I bet you WISH you knew what to do with it. WELL perhaps you should leave the caves for a moment and get a cool drink, it might give you inspiration.*



Legend of Kyrandia, where you can wish your troubles away.



## GOBLINS II

In Mpy's edition of CU AMIGA you replied to a reader's letter saying that it was a novelty to get a letter from a lady\*, well I am a lady, so is there a possibility you could answer this my query?

I have got as far as the musical scene, where I've gained a pump, mosquito and air. I'm sure I've done everything, but I just can't get out of here. Please tell me where the exit is. I'd like to be able to get a little further before my baby is born in three weeks!

P. Britton, Torquay.

*My dear however did you manage to get in this condition? Don't you know that contraceptives should be used on every conceivable occasion? The object in this screen is to get all the notes to make up a melody which you must give to Tom. Winkle can get the drumstick by putting his hand in the headlight. Use this with the hood to make a net. When Fingus bounces on the spring a pump will appear which you can grab. Keeping one goblin standing still on the spring, start the other one bouncing next to him. This action will make a door open to your left. Enter, and get one goblin to put a peg on the base of the hose. Go through the bottom-right hole to appear at the top right. Speak to the guy with the guitar then catch the note with the net. Get Winkle to use the pump on the sax player, then use Fingus to catch the mosquito. Use*

Goblins II. In order to get out of the musical scene you need to be able to string a note or two together.

*Fingus to use the pump on the sax player, and this time Winkle can catch the note. Use the mosquito on the headlamp and Winkle to get the drummer playing. You can then use Fingus to catch the last note you need before giving the melody to Tom.*

## INDIANA JONES AND THE FATE OF ATLANTIS

I am following the Wits Path in this great game. I've reached the labyrinth and got past the gate with the pulley. I have also managed to get through the map room to the subway car, but now I am stuck.

John Adams, Romford.



Indiana Jones. To get the car started, put a bead in its mouth.

*There is a secret door in the first room behind the Map room. If you tie the clothesline to a hard rubber comb, then charge it up with static by rubbing it the woollen carpet, your instrument will point towards any orichalcum beads in the vicinity. Collect and store them in the gold bin. Start the subway car, by placing a bead in its mouth.*

*People ask me why I am so tough on men, and I have to remind them that the first time Adam had a chance, he laid the blame on a woman. Remember girls, never give the suckers an even break. If you have any RPG queries please send them in to Vampyra, CU AMIGA, Enamp Images, Priory Court, 30-32 Farringdon Court, London EC1R 3AU.*

Last month, we took you through lifts and factories, bars and, ahm... er... where else did we take you? Hmm.

WE'RE GOING TO HIT!

The COMPLETE Solution

PART  
**2**

key, you've pressed

the metal plate beside the door in the nightclub. Good. Now walk through the door and use your metal bar with the packing case, then move the wooden lid over to the box. Get on the box and use the bar with the grille. Now use the secateurs on the grille and climb through into the narrow passage.

### DON'T BE

Go right, then through the top-right exit. Go right once more, then save your game as a precaution. Do not walk past the hole in the wall until you have located the light socket which is on the hand rail just to the left of the hole. Use the light bulb with it. Now go right, and save the game again. Go right, and immediately click

on the lower right exit to run to your safety. Now look at the vein on the wall and you will see some plaster. Use the metal bar on the plaster and then on the exposed brickwork. Pick up the brick that

falls to the floor. There is a swelling on the vein somewhere, so find it and use the metal bar with it, then use the brick with the metal bar. Grab the metal bar and go through the door on the right as soon as it opens. In the next room, look through the grille.

### AFRAID

Go through the upper left exit, then save your game. Access the control unit, then select 2 to reduce the temperature. Exit the unit, then immediately climb up onto the Iris and yank the metal bar that's hanging from the ceiling. Get off the iris straight away then go left, right, then right again. Put Joey's circuit into the medical robot's slot and tell Joey to check out the tank room. When Joey gets back, chat with him about

everything. Tell Joey to go and open the tap on the nutrient tank and wait for him to return. When he does, go through the upper-left exit.

### ALL ALONE

Once in the tank rooms, go through the upper-right exit, and then the next upper-right exit. Use Reich's card with the terminal, and select 2, then 1. Exit, and go left. After the sequence get Joey's board from the robot then take the ID card from Gallagher's corpse. Go back to the top right entrance and use Gallagher's card in the interface slot. Access LINC-Space. Go right, use the blind program on the eye and go up. Now use the divine wrath program on the crusader. Disconnect, then use Anita's card in the interface slot. Re-access

No time to stop and drink man, there's a game to be finished.

LINC-Space. Go right, blind the eye and go up, then go right again. Use the OSCILLATOR on the crystal and pick up the helix. Disconnect.

Go left, then go through the bottom right door. Use Anita's card with the console. Now pick up the tongs to the right of the glass tank and use them with it (the glass tank). Use the tongs with the huge tank to freeze the tissue.

### IN A ROOM

Go right. Open up the cabinet to the right of the middle android, and put Joey's card inside. Access the console and select 2, 0 and then 3. Chat with Joey, then retrieve his board from the cabinet. Go right, ask Joey to place his hand on the lock sensor, and simultaneously place your own hand on the other panel.

Go right, and right again. Use the cable with the pipe support, then climb down the rungs. Use the tongs with the orifice, then save your game. Right click on the cable and swing into the room. After the scene, quickly tell Joey to sit on the chair. Now all you have to do is sit back and watch the rest of the story unfold. But be vigilant!

You have reached the end of Beneath A Steel Sky. Well done. Smart move. Thanks to Michael Filby for this solution, **CU**

# BENEATH A STEEL SKY



He CRASHED & BURNED!  
CHOPPER and ESCAPED!

Two dinky little men converse in Beneath A Steel Sky. It's all go here you know.

# GASTNER

126 Fore Street, Upper Edmonton, London N18 2AX

Tel: 081-345 6000 Fax: 081-345 6868

RAM	COMPUTERS	PICASSO II	GVP
<b>A 4000 (32 BIT RAM)</b>	<b>Amiga A4000/040 + Hard drive</b>	1MB version £289 2MB version £325	<b>ACCELERATORS</b>
1MB £49.95	85MB 2+4RAM £1895	<b>HARD DRIVES</b>	40MHz A1230/CMB RAM £235
2MB £69.95	120MB 2+4RAM £1919	<b>2.5" Internal Hard drives for A600 and A1200</b>	40MHz A1230/4MB RAM £349
4MB £89.95	200MB 2+4RAM £1939	40MB £119	50MHz A1230 120MB RAM £369
<b>A1200 RAM with clock upgradeable FAST RAM board to 1, 2, 4 or 8mb with optional floating point unit</b>	340MB 2+4RAM £2069	65MB £139	50MHz A1230 120MB 4MB RAM £569
1MB no fpu £89	420MB 2+4RAM £2149	85MB £149	SCSI Module £79
2MB no fpu £115	540MB 2+4RAM £2299	120MB £209	
4MB no fpu £179		170MB £269	
8MB no fpu £359	<b>Amiga A4000/030+ Hard drive</b>	209MB £329	
<b>SPU for above (also for A4000)</b>	85MB 1+1RAM £899	All with 2.5" IDE Cables	
20MHz £35	130MB 1+1RAM £969		
33MHz £79	200MB 1+1RAM £999		
40MHz £114	250MB 1+1RAM £1039		
50 MHz £154	340MB 1+1RAM £1099		
<b>A600 RAM</b>	426MB 1+1RAM £1199		
1MB no clock £23.95	540MB 1+1RAM £1299		
1MB with clock £39.95			
<b>A500 RAM</b>	<b>Amiga A1200 Computers</b>		
1/2 MB no clock £14.95	A1200 £285		
1/2 with clock £24.95	A1200 + 40MB £385		
<b>A500+ RAM</b>	A1200 + 65MB £440		
A500+1MB £23.95	A1200 + 85MB £465		
1 MB 32 bit £29.95	A1200 + 127MB £490		
4MB 32 bit £149.95	A1200 + 209MB £540		
<b>Simms RAM for GVP Harddrives</b>	<b>Desktop Dynamite pack for above please add £40</b>		
1 MB 64 pin £49.95			
4 MB 64 pin £179.95	<b>Amiga CD32 Console CD32 with four Games £289</b>		
<b>PCMCIA CARDS</b>	<b>MONITORS</b>		
2MB £109	Commodore 1942 £339		
4MB £169	Commodore 1940 £289		
<b>HARD DRIVES</b>	Commodore 1085 £199		
<b>Amiga A500 + A500plus</b>	Amiga Multisync SVGA Monitor £389		
IDE controller for A500 and A500+ with 8MB RAM option for standard 2.5" or 3.5" P.C. compatible hard drives	<b>PRINTERS</b>		
Controller only £89	<b>Hewlett Packard</b>		
65MB with controller £209	HP 310 £239		
85MB with controller £249	HP 510 £240		
120MB with controller £279	HP 500 Colour £299		
200MB with controller £299	HP 550 Colour £479		
250MB with controller £319	HP 1200 Colour £1399		
340MB with controller £339	HP 4 Laser Printer £399		
420MB with controller £369	<b>Citizen</b>		
540MB with controller £399	Swift 90 Colour £159		
<b>ALFADATA PRODUCTS</b>	Swift 200 Colour £200		
<b>Hard drive for A1500, A2000, A3000 and A4000 (Spec as above)</b>	Swift 240 Colour £249		
Controller only £89	Project II £250		
65MB with controller £209	<b>Seikosha</b>		
85MB with controller £249	SP 1900 £124.99		
120MB with controller £279	SP 2400 £154		
200MB with controller £299	SL 90 £154		
250MB with controller £319	SL 95 £295		
340MB with controller £339	<b>Star</b>		
420MB with controller £369	LC 20 £129		
540MB with controller £399	LC 100 Colour £149		
<b>New Oktagon 4008 SCSI-2 controller with up to 8MB upgradeable for A1500, A2000, A3000, now A4000</b>	LC 200 Colour £199		
Controller only £99	LC 240 Colour £229		
170MB with controller £299	LC 280 Colour £299		
340MB with controller £349	SJ 48 BubbleJet £205		
540MB with controller £399	<b>Fargo</b>		
1.2 G-Byte £899	Primera Printer £819		
2.0 G-Byte £1599	<b>DISK DRIVES</b>		
4.0 G-Byte £2499	Amitek 3.5" £58		
	Power 3.5" £58		
	Comano 3.5" £58		
	<b>EPSON</b>		
	Epson G76500 power scan £699		
	Epson G76500 ASDG £719		
	Epson G78000 power scan £1199		
	Epson G78000 ASDG £1298		
	<b>POWER SCANNERS</b>		
	Power Scanner 4 (mono) £119		
	Power Scanner 4 (colour) £239		
	Power Scanner 4 + OCR £159		
	Power Scanner 3 £99		
	<b>NEW NEW NEW CD-ROM CONTROLLER</b>		
	<b>TANDEM CD-ROM CONTROLLER FOR A1500 A2000 A3000 AND A4000</b>		
	* Supports Mitsumi Lu605 or FX 0011D CD Rom Drive		
	* Includes "PlayCD" utility for audio operation		
	* Complete online documentation		
	* Compatible with workbench 3.1 of file System Babel CDFS ASIM CD-ROM filesystem and single photo CDs		
	* Supports most IDE hard drives		
	<b>CDTV ADD ON</b>		
	<b>FOR A500 or A500+</b>		
	A570 £99		
	<b>MULTIFACE CARD 3</b>		
	<b>Multi I/O card for Amiga A1500 A2000 A3000 or A4000</b>		
	2 additional serial ports and 1 parallel port £99		
	<b>SCANNER</b>		
	<b>ALFADATA</b>		
	<b>256 Greyscale Scanners for A500 A500+ A600 A1200 A1500 A2000 A3000 new A4000</b>		
	AD 105 with Touch up and merge it software £119.95		
	AD105+ with Touch up and merge it and OCR Software £169		
	AD105+ requiring 2MB RAM ad hard drive		
	<b>ALFA COLOUR</b>		
	256K 18 bit colour scanner for all Amiga system AD 103C £339		
	MGRAPH COLOUR BURST £159		
	282144 colour scanner with OCR £389		
	<b>POWER SUPPLY</b>		
	A500 - A1200 PSU £34.95		
	A2000 £79.95		
	<b>NEW NEW NEW SPECIAL OFFER</b>		
	Disk Expander for HD and Floppies £35		
	GIGA MEM Virtual memory for all Amigas with MMU £39.99		

**Repair Service**  
New service centre for most Amiga computers. We offer a quotation service of £10 for which we will examine your computer and report back with an exact quotation price for the repair. If the repair is carried out the £10 is then deducted from your bill.

**How to order**  
When ordering by telephone please quote your credit card number followed by the expiry date and also your full name and address. If paying by cheque please make it payable to Gastner Technology. In any correspondence please quote a phone number and also a postal code, please allow five working days for cheque clearance.

**Delivery Charges**  
Small consumables and software items under the value of £59 please add £3.50 P&P. Other items accept letters, next day courier service £10 per box. Offshores and Highlands, please call for a quotation. In addition we offer the following express services: Saturday Delivery normal rate plus £15 per box, Morning next day normal rate plus £10 per box. E & OE prices subject to change without prior notice. All trademarks acknowledged.

# Amiga Repairs

**Complete Amiga Repairs Only £41.99**

INCLUDES VAT, RETURN DELIVERY, PARTS AND LABOUR  
MOST REPAIRS COMPLETED WITHIN 14 HOURS  
90 DAY WARRANTY ON ALL REPAIRS  
DISK DRIVE OR KEYBOARD NEED REPLACING ADD £10

## Quality Amiga Hard Disk Upgrades

FORGET ALL THOSE FLOPPY DISKS! WITH OUR CONNER HARD DISK UPGRADES  
QUALITY EXTERNAL INTERFACE FOR A500/A500+  
RAM EXPANDABLE UP TO 512K - CALL FOR PRICES  
170MS FOR £384, 210MS FOR £285, COURIER DELIVERY ADD £18.75

**Micro-Business Technology Ltd**  
HOTLINE: 0902 324494  
FAX: 0902 324748

**8A Windmill Bank**  
Wombourne  
Wolverhampton  
WV5 9JD

We reserve the right to refuse any repair. All prices include VAT. Please call for latest information.

## HIGH QUALITY SOUND SAMPLES

EXTENDED RANGE OF IFF SAMPLES (Includes new RHYTHM LOOP disks)  
Each disk is compiled from a studio recorded master and is sampled on the Amiga at before the sample rate of 1000 samples/sec. They are compatible with all P.O. and commercial master and sequencer programs, and are highly regarded by the Amiga Press. "There are a lot of sample libraries around but this one is absolutely brilliant" Amiga Computing 2/88. The collection of disks shows how it should be done, the conventional instrument samples are the best I've heard on the C.U. Amiga 788C. Do you want some high quality and wide ranging sounds to use in your compositions? Mail this disk to the place in stock. \*Pricing 60% Amiga Format Special Austral. N.B. No of samples in brackets.

001 AFM32M	Talking Drums, Maracas, Chords etc (33)	019 PAM32	Unlabeled, with strings, FX (16)
002 NOVAH 100	Shawn, Bassinet, Chords etc (18)	020 STRINGS	Unlabeled, with strings, FX (21)
003 NOVAH 100C	Talking, Bass, Rhythmic Loops etc (25)	021 SYNTH STRINGS	Unlabeled, with strings, FX (21)
004 A500C	U.S. Soc. Sec. Rhythmic Loops etc (21)	022 CHORDS	Unlabeled, with strings, FX (21)
005 FAP 1421	Talking, Bass, Rhythmic Loops etc (21)	023 STRINGS	Unlabeled, with strings, FX (21)
006 EUROSTAR	Unlabeled, Chords, Rhythmic Loops etc (24)	024 BELLS	Unlabeled, with strings, FX (21)
007 OCEANIA	Unlabeled, Chords, Rhythmic Loops etc (22)	025 SOUND FX	Unlabeled, with strings, FX (21)
008 AMERICA	Unlabeled, Chords, Rhythmic Loops etc (22)	026 F.P. PIANO LOOPS	Unlabeled, with strings, FX (21)
009 F.P. PIANO	Unlabeled, Chords, Rhythmic Loops etc (22)	027 SOUL LOOPS	Unlabeled, with strings, FX (21)
010 AMERICA 100C	Power Terms, Shores & Bass, Rhythmic Loops (28)	028 TECHNO 1	Unlabeled, with strings, FX (21)
011 LATE PIANO	Power & Shores, 16 Bars, Combs & Tones (21)	029 TECHNO 2	Unlabeled, with strings, FX (21)
012 LATE PIANO	Power & Shores, 16 Bars, Combs & Tones (21)	030 WOODWIND	Unlabeled, with strings, FX (21)
013 LATE PIANO	Power & Shores, 16 Bars, Combs & Tones (21)	031 BRASS 1	Unlabeled, with strings, FX (21)
014 BRASS OUTRO	Power & Shores, 16 Bars, Combs & Tones (21)	032 PIANO 2	Unlabeled, with strings, FX (21)
015 ANALOG BRASS	Power & Shores, 16 Bars, Combs & Tones (21)	033 STRINGS 2	Unlabeled, with strings, FX (21)
016 DIGITAL BRASS	Power & Shores, 16 Bars, Combs & Tones (21)		
017 BRASS	Power & Shores, 16 Bars, Combs & Tones (21)		
018 SYNTH BRASS	Power & Shores, 16 Bars, Combs & Tones (21)		

PRICES: 1-9 Disks £2.50 each, 10-19 Disks £2.00 each, 20 or more £1.75 each. The Complete Set 459 P.P.S. Add £1.00 (any size order). Cheques & P.O.s on WALKABOUT MUSIC, Dept CU, TRENOWISSICK FARM, THE MOUNT, PAR, CORNWALL PL24 2BA. Tel. (0726) 813607

## FAST AMIGA REPAIRS

FOR QUICK QUALITY WORK DONE AT COMPETITIVE PRICES

### Upgrades + Engineering requirements

**\* NORMAL SERVICE**  
£24.99 + parts  
Free Quote

**\* GUARANTEED SAME DAY SERVICE**  
+£10.00  
computers repaired by 12.00 mid-day

also Monitors repaired

Door to door pick up + delivery anywhere in the U.K.  
or see us at our workshop in Central London

Central  
London

## FAST COMPUTER SERVICES

144, Tanner St., Tower Bridge, London SE1 2HG

Tel. 071-252 3553

REPAIRS DONE ON THE  
FULL AMIGA RANGE  
\*including A500+A1200  
**Low Cost upgrading**

1/2 MB A500	£17.50
1MB A500+	£29.99
Internal Drives	£49.00

\*SPARES AVAILABLE

# AMIGA REPAIRS

Repairs undertaken to Amiga 500 computers at £44.95 inclusive of parts, labour, VAT and return postage/packing

Commodore registered for full technical support

Computers repaired in the quickest possible time

All machines will be overhauled with a full soak-test to ensure optimum reliability

Entrust your machine to the experts, full 90 day warranty

Repairs to disk drive and keyboard also included  
(extra charge possible if found to need complete replacement)

Repairs to other Commodore systems undertaken - phone for details

Upgrades and expansions supplied and fitted - phone for details

**£44.95**

To take advantage of this exceptional offer, simply send or hand deliver your computer to our workshop complex, address details below, enclosing this advertisement voucher, payment, full description, return address, along with your daytime and evening telephone number and we will do the rest.  
Should you require Group 4 Security return delivery, simply add £5.00 to the repair charge.



WTS Electronics Ltd Chaul End Lane Luton Bedfordshire LU4 8EZ Tel 0582 491949 (6 lines)

(We reserve the right to reject machines which, in our opinion, are beyond repair- Normal charge applies)

# GET SERIOUS

There's so many new products to review, we almost didn't manage to fit them all in! Rest easy though - we did.

- 98 ON-LINE MANUAL**  
A manual at the touch of a button
- 98 POWERWAVES**  
Low-priced 3D Wave animation tool
- 99 FRED-CASE**  
Software Development Tool
- 99 TABBY**  
Graphic Tablet
- 100 CD32 UPGRADE**  
Connect the CD32 to an A1200
- 101 VIDEO CREATOR**  
Advanced demo creator
- 106 PERSONAL ANIMATION RECORDER**  
DPS Video Card for live video playback
- 108 PRINTERS**  
Seikosha SL96 and Citizen ABC Colour
- 114 WORDWORTH 3.0a**  
Digit's latest release
- 117 PEGGER**  
Disk compression software
- 120 MONTAGE**  
Image composition and video titling
- 123 INTERPLAY**  
Multimedia development system
- 126 CD32 UPGRADE**  
Connect your Amiga to the CD32
- 128 PD SCENE**  
What's hot, hot, hot in the PD world.
- 135 PD UTILS**  
Even more happenings in the PD world.
- 142 ART GALLERY**  
Lisa's back and taking no prisoners.



The CU AMIGA top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.

## AMIGA ON-LINE REFERENCE MANUAL

### UTILITY PROGRAM

**A**t some time in their life every Amiga user, whether beginner or expert, finds themselves cursing their machine for not being more self-explanatory and are annoyed at having to reach for the manual for guidance. Shortly afterwards, the manual is normally cursed for either not being where you remember putting it or not containing the relevant information. The only solution has been to fork out on a dedicated book to solve the conundrum: enter the Amiga On-line Reference Manual (called AORM from here on), a product which claims to answer to many probing questions and contain some damn good additional information to boot. The package comes on two disks, with a single sheet of instructions and a registration card that needs to be sent to the States. It is basically 1.5Mb of AmigaGuide files - ie standard Amiga help files.

Installing AORM to hard drive or floppy is painless, making use of Commodore's standard 'Installer' utility. In Expert install mode, options exist for everything from what type of icons to install (either normal or the 'Magic' workbench style) to which parts of the package to install. A nice option is to have the program appear every time the 'Help' key is pressed. As the package uses the AmigaGuide format, it comes with the software to read the files for pre-WorkBench 3 users and installs this automatically, if necessary. Launching the program is done by either double clicking on its icon or by simply pressing the help key (if you elected to have that option installed). From here, you can move to any part of the package by clicking on hypertext links of the AmigaGuide files (these look just like gadgets). It's worth mentioning here that the largest file of the 1.5Mb collection is only 160Kb, so multitasking is not impaired too much on a machine without vast amounts of memory.

The initial page contains links to prefaces, appendices and the main areas, these being: Frequently Asked Questions (FAQs); Hardware; the OS; Workbench; Software products; ten Amiga advantages; Using the Amiga; List of Famous uses and the Video Toaster. The first thing that strikes you after using the package for five minutes is its size and completeness, the next thing that strikes you is the fact that it's all set out very logically with every possible cross reference made. Whenever possible, links to the glossary are made to explain jargon. The AmigaDOS section is most worthy of mention, it lists every command available in the reference along with how to use it and also has a very good stab at an introduction and overview of what a shell is through the FAQ section. The glossary is complete in every way and is in alphabetical order. The index section is excellent with many useful tables, from the alternative character set to the refractive indices of various translucent materials. AReflex is covered with a reference and introduction. The FAQs are, on the whole, excellent and provide excellent example answers along with good reading. All in all, this package is very good. It's much easier to use than any book and comparatively price. The only minor niggles are that a couple of links are missing (for example a few Workbench-related bits), but the author assures me that these will be fixed in the next upgrade. It's even worth looking through in a dull moment as there is a lot of very interesting information in there. Highly recommended for both beginner and expert alike.

First Computer Centre Unit 3, Armley, Armley Park Court, Off Cecil St, Staningley Road, Leeds LS12 2AE. Tel: 0532 319444. Price: £71.99.

50%

## POWER WAVES

### 3D ANIMATION SOFTWARE

**I**f you read last month's feature on professional video or have ever seen any professional or serious 3D animations you'll know that with the right software and hardware some very impressive animations can be created. But what happens if you're on a budget and merely want to experiment with 3D animations?

Well you're in luck, Europress Software has joined with UGA Software to bring a simple program just perfect for experimenting with 3D anims. PowerWaves lets you create complex 3D wave animations very simply and easily for minimum cost. The program itself costs just £17.95 and will work on any Amiga with 1Mb of RAM and 1.2, 1.3, 2.0 or later Workbench - forget high end A4000s with Video Toasters! The program is remarkably simple, it provides you with a basic 3D grid viewed from the front and slightly above, which can be manipulated and distorted to create a variety of different ripples and waves. The program provides 40 preset formulas, and by applying different combinations you can achieve a massive number of 3D animations. Different waves are created by feeding the program various numerical values which the program uses to change the original grid.

Once you've given it a set of values the program can then render your animation on screen, in colour, black and white or as a wire-frame grid. If you're happy with the effect you can then save it out as an IFF animation for further processing in another program - DPaint for example. Alternatively, and for the 'serious' users, you can save the model in Script and Imagine.

The program will also let you produce some lengthy animations - once it has finished creating a wave you can opt to use the end values as new starting points and in this way build up complex and impressive waves.

The program has numerous nice little touches, such as Workstation-style pop up menus (which the manual claims have been developed 'specifically to substitute the slower standard Amiga menus') and is generally well written and behaved.

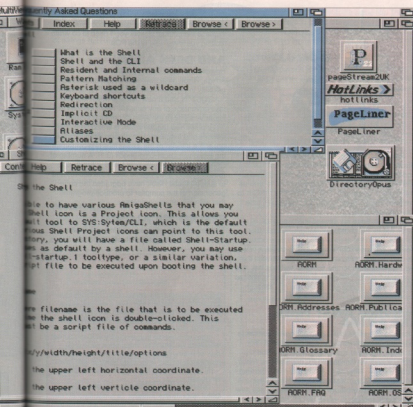
Although it can be a little slow, particularly when using the colour render mode, this is only while the program calculates the animation and saves it out, loading it into DPaint for example will let you see the animation at normal speed and in all its glory.

For those wishing to experiment with 3D animations, or wishing to create 3D waves for use in more complex animations, PowerWaves is a great little utility and more than worth its price.

Database Direct, PO Box 2, Ellesmere Port, South Wirral, Cheshire L65 3EA.

Tel: 051-357 1275 Price: £17.95.

85%



## TABBY GRAPHICS TABLET

If you're into creating pictures on the Amiga you probably get a bit fed up with the Amiga mouse. After all, a mouse isn't really intended to replace the pen and isn't that good for freehand drawing and painting. But what's the alternative? Graphics tablets are usually very expensive and because of this it would often be better to draw your pictures and buy a cheap scanner! That, however, was before Tabby came on the scene. Tabby is the answer to every Amiga artist's dream, a low-cost graphics tablet.

It's simplicity itself. A compact tablet connects to the Amiga and a stylus (pen to you and me) is used to draw on the tablet surface.

Moving the pen around creates the corresponding strokes on the Amiga screen, so now you can draw as you would normally with a pen, only do so on the Amiga in DPaint (or most other graphics packages for that matter).

The tablet has a slight incline to help drawing and connects to the Amiga via the serial port. It has a drawing area of 130mm by 125mm which is mapped to cover the entire screen area. The software provides a simple interface between the Amiga and the tablet (originally designed for PCs) and functions well. It provides most of the facilities that you need for creating pictures and is extremely simple to install and use.

For just £49.95 Tabby is remarkably good value for money and is bound to go down well with schools and home artists, even a few professional graphic creators may find a use for it. **First Computer Centre, Unit 3 Armley, Armley Park Court, Off Cecil St, Staningley Road, Leeds LS12 2AE. Tel: 0532 319444 Price: £49.95.**

85%

## FED-CASE

### SOFTWARE DEVELOPMENT TOOL

If you're serious about software development or are trying to learn structured programming then you'll find Fed-Case, by Jopson Software, a real aid. Essentially, this is a program that allows you to lay out the structure of a program using graphical symbols and then have the program write the actual C code.

It uses the tried and tested concept of flow charts, ie a diagram which plans a sequence of events which when followed will achieve a desired result. Flow charts are often used in problem-solving and are very popular with programmers working on mainframe environments, and programming tutors. I first came across flow charts whilst studying systems analysis and operating system design at college.

When I started to read the manual and saw all those flow charts it immediately bought back memories of awful plastic templates with triangles, squares and the like and reams of A4 listing paper strewn across my room at 4am in the morning! Something I definitely have no desire to return to.

Once I started using the program though I was pleasantly surprised. With Fed-Case planning a program is simplicity itself. The program presents you with a window representing a blank piece of paper. On this you position the symbols that make up the structure of the program, and the position of these symbols can be changed or even deleted whilst other symbols can be inserted if needed. Having created a chart you can then save or print it out. In short, it provides all the tools needed for flow chart creation. The only omission from its abilities is that the text which describes symbol activity is not entered into the symbol but next to it.

It is at this point that most flow charting software stops, content with its position in life. And if flow charting software was all Fed-Case wanted to be it would be very good at it.

However, Fed-Case has pretensions of grandeur and goes further. Having laid out the structure of the program, you can then fill in more detail, and have the program create the C source code from it! The added detail being the code you wish the program to perform for each given symbol (other than program flow instructions) and includes statements such as variable declaration and comparisons. The syntax used for these being normal C.

So what's it like to use? The source files are pretty good and should make their way through most compilers without too much work. Unfortunately, you will have to tweak them for each compiler, but to do so the code is standard portable C and not generated with the Amiga in mind.

With a little experience of programming, a suitable compiler (SAS C?) and a good book on C it would be quite easy (comparatively) to learn and start programming in C using Fed-Case. Fed-Case software development is a little to simplistic, but for small programs and utilities that don't take full advantage of the Amiga environment Fed-Case has a lot going for it.

There are several bugs in the software, typically to do with the user interface, and several requesters with rather unpleasant messages are also displayed from time to time. These aside it's a great program.

**Brian Fowler Computers, 11 North Street,**

**Exeter EX4 3QS. Tel: 0392 499 755**

**Price: £63.82**

86%

# HISOF Basic 2.0

**Hisoft Basic is one of the most popular and powerful programming languages on the Amiga. Get your technical dictionary ready as Andy Leaning takes a look at the new version, Hisoft Basic 2.0.**

**H**isoft are one of the most respected Amiga developers around. Their software is reputedly of high-quality, reliable and solid and over the years they've established a very good reputation. Their Devpac assembler is probably the most popular piece of commercial Amiga game software. So, against this reputation Hisoft Basic was released, receiving critical acclaim and finding a place in the hearts and machines of many home and serious developers.

Now Hisoft have upgraded Basic, releasing version 2. But have they followed the path of some other developers recently, and released a bug ridden upgrade? If not, what does it offer and is it worth buying?

Hisoft Basic comes on a single disk and is accompanied by a 600-page manual. As it uses the standard Commodore installer, installation is easy and quick.

Running the program brings up the standard Hisoft development shell. The plinks you to enter and edit BASIC files, compile and run them, lists and then or, alternatively, compile them to disk as stand-alone programs. This shall will be familiar to previous Hisoft Basic users, and thankfully, little has changed here.

However, there are several improvements, all of which are for the better. For starters, multiple files can now be edited at once using multiple windows. You can now open one source listing, create a new file and cut and paste sections of code between the two. The requester for the compiler switches has also been overhauled. The various, once obscure, options are now listed in understandable English, although, to be honest they could still be simpler.

## MOVING AWAY FROM THE AMIGA

Most improvements in the program have been made to language implementation and the compiler. For example, if you are intending to write the same program for both the Amiga and PC compatibles, Hisoft Basic will save time, as it is compatible with the leading Basic for PCs - Microsoft Basic. Hisoft Basic 2 is even more compatible with Microsoft Basic with new statements such as `IS` within `SELECT CASE` for example. Also, some previous commands have been updated to be compatible with Microsoft Basic, whilst specific Amiga-orientated reserved

words can be disabled to make programs more portable, i.e. by using Amiga specific code you increase the amount of work you'll need to do when moving your programs to the PCs.

## AND BACK AGAIN

However, if you're writing programs just for the Amiga, Hisoft have now added AGA chipset compatibility in the `SCREEN` and `PALETTE` functions. 'TAGLIST' is also a new function which lets you take advantage of any possible new functions in future versions of the Amiga operating system.

Another new feature which is welcome is that devices and resources can now be directly called up, and a version of the `_brag` files is provided for the latest version of Workbench (3.1). A number of different processors are now found in the Amiga (68020, 68030 and in some cases the 68040) and to support these Hisoft have upgraded the code generation of the compiler to produce programs that will work on any processor.

## STRING ME ALONG!

The language also has several improved data types with long integer constants, and static arrays

## JARGON

**I**f you're not technically minded or don't understand programming you probably won't have a clue what Andy is talking about in this review. In short, Hisoft Basic is a programming language, i.e. a program that allows you to write other programs, which is a complex business.

If you are interested in understanding programming we recommend you refer to our Programming Guide in the June '84 issue of CU AMIGA, and then follow our regular programming tutorials in the Amiga workshop each issue.

In the meantime you might find the following help tips very helpful.

Hisoft Basic allows you to write programs on your Amiga, these are then compiled (i.e. turning them into non-Amiga programs) letting you run them without having to run Hisoft Basic first. There can, assuming you have copyright permission, be sold or given away as you want.

Hisoft Basic provides an integrated environment editor, which means that you type in and edit your program just like word processing. Once you're happy with the program you then compile it (using a compiler) which can be accessed from a menu option available in the editor. This produces a program you can run.

If, when using your program, you find a bug (i.e. it does something it shouldn't), you can then use a debugger which allows you to easily find and hopefully solve problems in your program.

Hisoft provides all of the above in one program with Hisoft Basic.

Interpreters are different, in that you enter and edit your program but you run or try them out in the editor, and in general they can only be used with the original program. Interpreters cannot create stand alone programs, AMOS for example is an interpreter. To allow programs, you write you need an additional compiler - which in the case of AMOS you can buy.

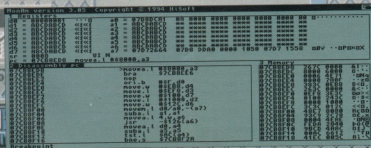
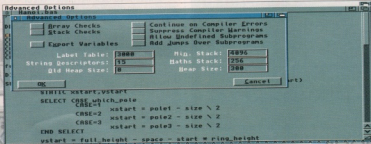
## SOME OTHER FREQUENTLY USED TERMS INCLUDE:

**CODE:** a reference to the files which contain the instructions telling the computer what to do. Typically, a computer will take source code, and compile it into object code which can then be run.

**STATEMENTS:** instructions to the computer telling it to do something. See **FUNCTIONS**.

**FUNCTIONS:** similar to statements but providing an answer back to the program. As in 'SKY BLUE' would set the colour of the sky to blue, whilst 'TSKY' will tell you what colour the sky currently is.

**STRINGS:** When programming you can set up areas of memory to hold data, otherwise known as **VARIABLES**. These areas of memory can hold numbers or text which can be changed as needed - holding a score in a game for instance. **STRINGS** are variable memory areas that hold text, allowing the text within them to be changed easily.



both being added. String handling has also undergone enhancement, with functions to remove surplus spaces off the left and right hand of strings (LTRIMS and RTRIMS functions), while searching for text in strings is now possible backwards as well as forwards via the RINSTR command! The most powerful new facility is FORMAT which allows the formatting of text strings with all the flexibility of PRINT USING, which is restricted to processing text prior to sending it directly to a channel.

There are relatively few new numerical functions. Remaining language enhancements relate to environment integration (CURDIR\$ returning the current disk directory, for example) and access to BASIC global variables from linked assembler programs. For example, if you define a variable in BASIC you can now set and read this from assembler code which also forms part of the final compiled program.

## NIGGLES

I was disappointed to see that Hisoft have not taken the opportunity to include in-line assembling, a function which allows you to jump from BASIC to

assembler and back again in the same file. This is a standard feature in Hisoft's Pascal and C environments and really would have made BASIC an amazing programming tool.

## CONCLUSION

Hisoft Basic 2 is a fine example of how upgrades should be done. They've added many new facilities

## THE ALTERNATIVES

The Amiga has a rich collection of software development tools. For now programmers there are several very easy programming environments that require no or little knowledge of how to program or the Amiga. These being Blitz Basic and AMOS.

However, neither of these are very good at creating programs that take advantage of the Amiga's windows, icons and menus in even for producing very fast games (although Blitz is fast enough for most people). For speed and taking advantage of the Amiga's front end you really need either C or an assembler, unfortunately neither of these are easy to learn or write software with.

For more details of which programming language to use and the best tools check out our programming guide in the June '94 issue of CU AMIGA.

## TESTS

The proof of the pudding, as the saying goes, is in the testing, quite what this has got to do with programming is anyone's guess, but listed below are some sample compile times and tests.

### SPEED:

Program	Speed
Hisoft program compile	1.29 seconds
Print hello world compile	.02 seconds

### COMPILED PROGRAM SIZE:

Program	All Options	Options Disabled
"Hello world"	868 bytes	462 bytes
Empty program	628 bytes	464 bytes
Hisoft program	N/A	2692K

The tests were carried out on an A4000 040, with 6Mb of RAM and a 130Mb hard drive.

and improved the program's performance (compile times are considerably improved) without harming either its usability or power.

For games developers, however, Blitz is still a better environment, simply because it provides better control of Amiga graphics and sound. But for serious applications programmers working in basic or those wishing to write Amiga utilities and who don't want to get involved with C and assembler Hisoft Basic is excellent. It's a solid, reliable and very capable programming environment and I have no trouble in recommending it as a tool for any serious programmer. **CU**

**£79.95 upgrades from  
HISOFT BASIC 1 £39.95**

**✓ ANY AMIGA WITH 1MB RAM**

**HISOFT, THE OLD SCHOOL, GREEN-  
FIELD, BEDFORD, MK45 5DE. TEL:  
0525 718181**

<b>EASE OF USE</b>	*****85%
Even as a programming tool it's easy to use.	
<b>VALUE FOR MONEY</b>	*****80%
Worth every penny	
<b>EFFECTIVENESS</b>	*****90%
For writing software this is the business	
<b>FLEXIBILITY</b>	*****90%
I can't think of many programs that can't be written in Hisoft Basic	
<b>INNOVATION</b>	*****80%
No amazingly new features or innovative features	

**"The most professional Basic  
language implementation  
available on the Amiga."**

**OVERALL 90%**

## THOSE NEW FEATURES

- New multi window editor
- Compilation times up to 50% faster
- More compact code
- Medium level debugger with the ability to view BASIC source code
- Improved compiler easy to use - named options
- Support for multiple serial ports and better control of hardware handshaking
- Amiga files supplied for version 3.1 of the operating system
- .bin and .bex files supplied to save time
- STATIC arrays are now supported for faster array access
- SCREEN and PALETTE statements support the AGA chipset
- << and >> are assigned shift operators which operate on both integers and longs
- Long integer CURSINTs
- IS is allowed in SELECT CASE statements for compatibility with MS Basic
- REDIM PRESERVE is a synonym for REDIM APPEND
- BINSTR searches backwards in strings
- Options to search paths for include and .bmap files
- Options to read options from a file
- Access to BASIC global variables from linked assembler programs
- The compiler can remove idle-sub program jumps leaving more compact programs
- Reserved words may be disabled making it easier to quickly port programs from other systems and to help check that code is portable
- Option to suppress compiler output apart from error messages
- CURDIR\$ returns the current directory
- BLOAD and BSAVE can now be used with channels
- PEERS converts C strings to BASIC strings
- FORMAT \$ for the flexibility of PRINT USING but to a string rather than directly to a channel
- INSTR\$ for writing file handling sub-programs that you can slot in anywhere
- LTRIMS and RTRIMS for trimming spaces from strings
- MIN and MAX functions
- UN...CLOSE to take control when the user closes a window
- INLIST statement to make calling a new operating system features easy
- Improved control over opening, closing of libraries, devices, resources etc can be called direct from BASIC
- REGIOV easy start-up function for input/output commands
- Amiga lib function supplied
- Code compiled now works on all processors from 68000 to 68040
- Programs compatible with all versions of the Amiga operating system

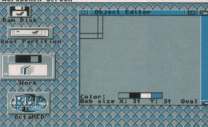
Hisoft\_BASIC\_2.00 Copyright © 1994, Hisoft

```
ColorWheel.bas
: $Id: ColorWheel.bas,v 1.3 1994/03/16 11:52:25 alex Row $
: Simple example of colorwheel and gradient slider
: Derived from Commodore-Amiga example (c) Copyright 1992 Commodore-Amiga, Inc.
```

```
DEFINT A-Z
DIM SHARED C As Integer, H As Integer, S As Integer, V As Integer
DIM SHARED G As Integer, B As Integer, R As Integer, G2 As Integer, B2 As Integer, R2 As Integer
DIM SHARED I As Integer, J As Integer, K As Integer, L As Integer, M As Integer, N As Integer
DIM SHARED O As Integer, P As Integer, Q As Integer, R2 As Integer, S As Integer, T As Integer
DIM SHARED U As Integer, V As Integer, W As Integer, X As Integer, Y As Integer, Z As Integer
DIM SHARED AA As Integer, AB As Integer, AC As Integer, AD As Integer, AE As Integer, AF As Integer
DIM SHARED AG As Integer, AH As Integer, AI As Integer, AJ As Integer, AK As Integer, AL As Integer
DIM SHARED AM As Integer, AN As Integer, AO As Integer, AP As Integer, AQ As Integer, AR As Integer
DIM SHARED AS As Integer, AT As Integer, AU As Integer, AV As Integer, AW As Integer, AX As Integer
DIM SHARED AY As Integer, AZ As Integer, BA As Integer, BB As Integer, BC As Integer, BD As Integer
DIM SHARED BE As Integer, BF As Integer, BG As Integer, BH As Integer, BI As Integer, BJ As Integer
DIM SHARED BK As Integer, BL As Integer, BM As Integer, BN As Integer, BO As Integer, BP As Integer
DIM SHARED BQ As Integer, BR As Integer, BS As Integer, BT As Integer, BU As Integer, BV As Integer
DIM SHARED BW As Integer, BX As Integer, BY As Integer, BZ As Integer, CA As Integer, CB As Integer
DIM SHARED CC As Integer, CD As Integer, CE As Integer, CF As Integer, CG As Integer, CH As Integer
DIM SHARED CI As Integer, CJ As Integer, CK As Integer, CL As Integer, CM As Integer, CN As Integer
DIM SHARED CO As Integer, CP As Integer, CQ As Integer, CR As Integer, CS As Integer, CT As Integer
DIM SHARED CU As Integer, CV As Integer, CW As Integer, CX As Integer, CY As Integer, CZ As Integer
DIM SHARED DA As Integer, DB As Integer, DC As Integer, DD As Integer, DE As Integer, DF As Integer
DIM SHARED DG As Integer, DH As Integer, DI As Integer, DJ As Integer, DK As Integer, DL As Integer
DIM SHARED DM As Integer, DN As Integer, DO As Integer, DP As Integer, DQ As Integer, DR As Integer
DIM SHARED DS As Integer, DT As Integer, DU As Integer, DV As Integer, DW As Integer, DX As Integer
DIM SHARED DY As Integer, DZ As Integer, EA As Integer, EB As Integer, EC As Integer, ED As Integer
DIM SHARED EE As Integer, EF As Integer, EG As Integer, EH As Integer, EI As Integer, EJ As Integer
DIM SHARED EK As Integer, EL As Integer, EM As Integer, EN As Integer, EO As Integer, EP As Integer
DIM SHARED EQ As Integer, ER As Integer, ES As Integer, ET As Integer, EU As Integer, EV As Integer
DIM SHARED EW As Integer, EX As Integer, EY As Integer, EZ As Integer, FA As Integer, FB As Integer
DIM SHARED FC As Integer, FD As Integer, FE As Integer, FF As Integer, FG As Integer, FH As Integer
DIM SHARED FI As Integer, FJ As Integer, FK As Integer, FL As Integer, FM As Integer, FN As Integer
DIM SHARED FO As Integer, FP As Integer, FQ As Integer, FR As Integer, FS As Integer, FT As Integer
DIM SHARED FU As Integer, FV As Integer, FW As Integer, FX As Integer, FY As Integer, FZ As Integer
DIM SHARED GA As Integer, GB As Integer, GC As Integer, GD As Integer, GE As Integer, GF As Integer
DIM SHARED GG As Integer, GH As Integer, GI As Integer, GJ As Integer, GK As Integer, GL As Integer
DIM SHARED GM As Integer, GN As Integer, GO As Integer, GP As Integer, GQ As Integer, GR As Integer
DIM SHARED GS As Integer, GT As Integer, GU As Integer, GV As Integer, GW As Integer, GX As Integer
DIM SHARED GY As Integer, GZ As Integer, HA As Integer, HB As Integer, HC As Integer, HD As Integer
DIM SHARED HE As Integer, HF As Integer, HG As Integer, HH As Integer, HI As Integer, HJ As Integer
DIM SHARED HK As Integer, HL As Integer, HM As Integer, HN As Integer, HO As Integer, HP As Integer
DIM SHARED HQ As Integer, HR As Integer, HS As Integer, HT As Integer, HU As Integer, HV As Integer
DIM SHARED HW As Integer, HX As Integer, HY As Integer, HZ As Integer, IA As Integer, IB As Integer
DIM SHARED IC As Integer, ID As Integer, IE As Integer, IF As Integer, IG As Integer, IH As Integer
DIM SHARED II As Integer, IJ As Integer, IK As Integer, IL As Integer, IM As Integer, IN As Integer
DIM SHARED IO As Integer, IP As Integer, IQ As Integer, IR As Integer, IS As Integer, IT As Integer
DIM SHARED IU As Integer, IV As Integer, IW As Integer, IX As Integer, IY As Integer, IZ As Integer
DIM SHARED JA As Integer, JB As Integer, JC As Integer, JD As Integer, JE As Integer, JF As Integer
DIM SHARED JG As Integer, JH As Integer, JI As Integer, JJ As Integer, JK As Integer, JL As Integer
DIM SHARED JM As Integer, JN As Integer, JO As Integer, JP As Integer, JQ As Integer, JR As Integer
DIM SHARED JS As Integer, JT As Integer, JU As Integer, JV As Integer, JW As Integer, JX As Integer
DIM SHARED JY As Integer, JZ As Integer, KA As Integer, KB As Integer, KC As Integer, KD As Integer
DIM SHARED KE As Integer, KF As Integer, KG As Integer, KH As Integer, KI As Integer, KJ As Integer
DIM SHARED KK As Integer, KL As Integer, KM As Integer, KN As Integer, KO As Integer, KP As Integer
DIM SHARED KQ As Integer, KR As Integer, KS As Integer, KT As Integer, KU As Integer, KV As Integer
DIM SHARED KW As Integer, KX As Integer, KY As Integer, KZ As Integer, LA As Integer, LB As Integer
DIM SHARED LC As Integer, LD As Integer, LE As Integer, LF As Integer, LG As Integer, LH As Integer
DIM SHARED LI As Integer, LJ As Integer, LK As Integer, LL As Integer, LM As Integer, LN As Integer
DIM SHARED LO As Integer, LP As Integer, LQ As Integer, LR As Integer, LS As Integer, LT As Integer
DIM SHARED LU As Integer, LV As Integer, LW As Integer, LX As Integer, LY As Integer, LZ As Integer
DIM SHARED MA As Integer, MB As Integer, MC As Integer, MD As Integer, ME As Integer, MF As Integer
DIM SHARED MG As Integer, MH As Integer, MI As Integer, MJ As Integer, MK As Integer, ML As Integer
DIM SHARED MM As Integer, MN As Integer, MO As Integer, MP As Integer, MQ As Integer, MR As Integer
DIM SHARED MS As Integer, MT As Integer, MU As Integer, MV As Integer, MW As Integer, MX As Integer
DIM SHARED MY As Integer, MZ As Integer, NA As Integer, NB As Integer, NC As Integer, ND As Integer
DIM SHARED NE As Integer, NF As Integer, NG As Integer, NH As Integer, NI As Integer, NJ As Integer
DIM SHARED NK As Integer, NL As Integer, NM As Integer, NO As Integer, NP As Integer, NQ As Integer
DIM SHARED NR As Integer, NS As Integer, NT As Integer, NU As Integer, NV As Integer, NW As Integer
DIM SHARED NX As Integer, NY As Integer, NZ As Integer, OA As Integer, OB As Integer, OC As Integer
DIM SHARED OD As Integer, OE As Integer, OF As Integer, OG As Integer, OH As Integer, OI As Integer
DIM SHARED OJ As Integer, OK As Integer, OL As Integer, OM As Integer, ON As Integer, OO As Integer
DIM SHARED OP As Integer, OQ As Integer, OR As Integer, OS As Integer, OT As Integer, OU As Integer
DIM SHARED OV As Integer, OW As Integer, OX As Integer, OY As Integer, OZ As Integer, PA As Integer
DIM SHARED PB As Integer, PC As Integer, PD As Integer, PE As Integer, PF As Integer, PG As Integer
DIM SHARED PH As Integer, PI As Integer, PJ As Integer, PK As Integer, PL As Integer, PM As Integer
DIM SHARED PN As Integer, PO As Integer, PP As Integer, PQ As Integer, PR As Integer, PS As Integer
DIM SHARED PT As Integer, PU As Integer, PV As Integer, PW As Integer, PX As Integer, PY As Integer
DIM SHARED PZ As Integer, QA As Integer, QB As Integer, QC As Integer, QD As Integer, QE As Integer
DIM SHARED QF As Integer, QG As Integer, QH As Integer, QI As Integer, QJ As Integer, QK As Integer
DIM SHARED QL As Integer, QM As Integer, QN As Integer, QO As Integer, QP As Integer, QQ As Integer
DIM SHARED QR As Integer, QS As Integer, QT As Integer, QU As Integer, QV As Integer, QW As Integer
DIM SHARED QX As Integer, QY As Integer, QZ As Integer, RA As Integer, RB As Integer, RC As Integer
DIM SHARED RD As Integer, RE As Integer, RF As Integer, RG As Integer, RH As Integer, RI As Integer
DIM SHARED RJ As Integer, RK As Integer, RL As Integer, RM As Integer, RN As Integer, RO As Integer
DIM SHARED RP As Integer, RQ As Integer, RR As Integer, RS As Integer, RT As Integer, RU As Integer
DIM SHARED RV As Integer, RW As Integer, WX As Integer, WY As Integer, WZ As Integer, XA As Integer
DIM SHARED XB As Integer, XC As Integer, XD As Integer, XE As Integer, XF As Integer, XG As Integer
DIM SHARED XH As Integer, XI As Integer, XJ As Integer, XK As Integer, XL As Integer, XM As Integer
DIM SHARED XN As Integer, XO As Integer, XP As Integer, XQ As Integer, XR As Integer, XS As Integer
DIM SHARED XT As Integer, XU As Integer, XV As Integer, XW As Integer, XX As Integer, XY As Integer
DIM SHARED XZ As Integer, YA As Integer, YB As Integer, YC As Integer, YD As Integer, YE As Integer
DIM SHARED YF As Integer, YG As Integer, YH As Integer, YI As Integer, YJ As Integer, YK As Integer
DIM SHARED YL As Integer, YM As Integer, YN As Integer, YO As Integer, YP As Integer, YQ As Integer
DIM SHARED YR As Integer, YS As Integer, YT As Integer, YU As Integer, YV As Integer, YW As Integer
DIM SHARED YX As Integer, YY As Integer, YZ As Integer, ZA As Integer, ZB As Integer, ZC As Integer
DIM SHARED ZD As Integer, ZE As Integer, ZF As Integer, ZG As Integer, ZH As Integer, ZI As Integer
DIM SHARED ZJ As Integer, ZK As Integer, ZL As Integer, ZM As Integer, ZN As Integer, ZO As Integer
DIM SHARED ZP As Integer, ZQ As Integer, ZR As Integer, ZS As Integer, ZT As Integer, ZU As Integer
DIM SHARED ZV As Integer, ZW As Integer, ZX As Integer, ZY As Integer, ZZ As Integer
```

```
LIBRARY OPEN "exec.library" LIBRARY_MINIMUM
LIBRARY OPEN "graphics.library"
LIBRARY OPEN "colorwheel.slider.gadget", 33 ' to force it into memory
LIBRARY OPEN "gadgets/gradient.slider.gadget", 33
DIM SHARED I As Integer, J As Integer, K As Integer, L As Integer, M As Integer, N As Integer
DIM SHARED O As Integer, P As Integer, Q As Integer, R As Integer, S As Integer, T As Integer
DIM SHARED U As Integer, V As Integer, W As Integer, X As Integer, Y As Integer, Z As Integer
DIM SHARED AA As Integer, AB As Integer, AC As Integer, AD As Integer, AE As Integer, AF As Integer
DIM SHARED AG As Integer, AH As Integer, AI As Integer, AJ As Integer, AK As Integer, AL As Integer
DIM SHARED AM As Integer, AN As Integer, AO As Integer, AP As Integer, AQ As Integer, AR As Integer
DIM SHARED AS As Integer, AT As Integer, AU As Integer, AV As Integer, AW As Integer, AX As Integer
DIM SHARED AY As Integer, AZ As Integer, BA As Integer, BB As Integer, BC As Integer, BD As Integer
DIM SHARED BE As Integer, BF As Integer, BG As Integer, BH As Integer, BI As Integer, BJ As Integer
DIM SHARED BK As Integer, BL As Integer, BM As Integer, BN As Integer, BO As Integer, BP As Integer
DIM SHARED BQ As Integer, BR As Integer, BS As Integer, BT As Integer, BU As Integer, BV As Integer
DIM SHARED BW As Integer, BX As Integer, BY As Integer, BZ As Integer, CA As Integer, CB As Integer
DIM SHARED CC As Integer, CD As Integer, CE As Integer, CF As Integer, CG As Integer, CH As Integer
DIM SHARED CI As Integer, CJ As Integer, CK As Integer, CL As Integer, CM As Integer, CN As Integer
DIM SHARED CO As Integer, CP As Integer, CQ As Integer, CR As Integer, CS As Integer, CT As Integer
DIM SHARED CU As Integer, CV As Integer, CW As Integer, CX As Integer, CY As Integer, CZ As Integer
DIM SHARED DA As Integer, DB As Integer, DC As Integer, DD As Integer, DE As Integer, DF As Integer
DIM SHARED DG As Integer, DH As Integer, DI As Integer, DJ As Integer, DK As Integer, DL As Integer
DIM SHARED DM As Integer, DN As Integer, DO As Integer, DP As Integer, DQ As Integer, DR As Integer
DIM SHARED DS As Integer, DT As Integer, DU As Integer, DV As Integer, DW As Integer, DX As Integer
DIM SHARED DY As Integer, DZ As Integer, EA As Integer, EB As Integer, EC As Integer, ED As Integer
DIM SHARED EE As Integer, EF As Integer, EG As Integer, EH As Integer, EI As Integer, EJ As Integer
DIM SHARED EK As Integer, EL As Integer, EM As Integer, EN As Integer, EO As Integer, EP As Integer
DIM SHARED EQ As Integer, ER As Integer, ES As Integer, ET As Integer, EU As Integer, EV As Integer
DIM SHARED EW As Integer, EX As Integer, EY As Integer, EZ As Integer, FA As Integer, FB As Integer
DIM SHARED FC As Integer, FD As Integer, FE As Integer, FF As Integer, FG As Integer, FH As Integer
DIM SHARED FI As Integer, FJ As Integer, FK As Integer, FL As Integer, FM As Integer, FN As Integer
DIM SHARED FO As Integer, FP As Integer, FQ As Integer, FR As Integer, FS As Integer, FT As Integer
DIM SHARED FU As Integer, FV As Integer, FW As Integer, FX As Integer, FY As Integer, FZ As Integer
DIM SHARED GA As Integer, GB As Integer, GC As Integer, GD As Integer, GE As Integer, GF As Integer
DIM SHARED GG As Integer, GH As Integer, GI As Integer, GJ As Integer, GK As Integer, GL As Integer
DIM SHARED GM As Integer, GN As Integer, GO As Integer, GP As Integer, GQ As Integer, GR As Integer
DIM SHARED GS As Integer, GT As Integer, GU As Integer, GV As Integer, GW As Integer, GX As Integer
DIM SHARED GY As Integer, GZ As Integer, HA As Integer, HB As Integer, HC As Integer, HD As Integer
DIM SHARED HE As Integer, HF As Integer, HG As Integer, HH As Integer, HI As Integer, HJ As Integer
DIM SHARED HK As Integer, HL As Integer, HM As Integer, HN As Integer, HO As Integer, HP As Integer
DIM SHARED HQ As Integer, HR As Integer, HS As Integer, HT As Integer, HU As Integer, HV As Integer
DIM SHARED HW As Integer, HX As Integer, HY As Integer, HZ As Integer, IA As Integer, IB As Integer
DIM SHARED IC As Integer, ID As Integer, IE As Integer, IF As Integer, IG As Integer, IH As Integer
DIM SHARED II As Integer, IJ As Integer, IK As Integer, IL As Integer, IM As Integer, IN As Integer
DIM SHARED IO As Integer, IP As Integer, IQ As Integer, IR As Integer, IS As Integer, IT As Integer
DIM SHARED IU As Integer, IV As Integer, IW As Integer, IX As Integer, IY As Integer, IZ As Integer
DIM SHARED JA As Integer, JB As Integer, JC As Integer, JD As Integer, JE As Integer, JF As Integer
DIM SHARED JG As Integer, JH As Integer, JI As Integer, JJ As Integer, JK As Integer, JL As Integer
DIM SHARED JM As Integer, JN As Integer, JO As Integer, JP As Integer, JQ As Integer, JR As Integer
DIM SHARED JS As Integer, JT As Integer, JU As Integer, JV As Integer, JW As Integer, JX As Integer
DIM SHARED JY As Integer, JZ As Integer, KA As Integer, KB As Integer, KC As Integer, KD As Integer
DIM SHARED KE As Integer, KF As Integer, KG As Integer, KH As Integer, KI As Integer, KJ As Integer
DIM SHARED KK As Integer, KL As Integer, KM As Integer, KN As Integer, KO As Integer, KP As Integer
DIM SHARED KQ As Integer, KR As Integer, KS As Integer, KT As Integer, KU As Integer, KV As Integer
DIM SHARED KW As Integer, KX As Integer, KY As Integer, KZ As Integer, LA As Integer, LB As Integer
DIM SHARED LC As Integer, LD As Integer, LE As Integer, LF As Integer, LG As Integer, LH As Integer
DIM SHARED LI As Integer, LJ As Integer, LK As Integer, LL As Integer, LM As Integer, LN As Integer
DIM SHARED LO As Integer, LP As Integer, LQ As Integer, LR As Integer, LS As Integer, LT As Integer
DIM SHARED LU As Integer, LV As Integer, LW As Integer, LX As Integer, LY As Integer, LZ As Integer
DIM SHARED MA As Integer, MB As Integer, MC As Integer, MD As Integer, ME As Integer, MF As Integer
DIM SHARED MG As Integer, MH As Integer, MI As Integer, MJ As Integer, MK As Integer, ML As Integer
DIM SHARED MM As Integer, MN As Integer, MO As Integer, MP As Integer, MQ As Integer, MR As Integer
DIM SHARED MS As Integer, MT As Integer, MU As Integer, MV As Integer, MW As Integer, MX As Integer
DIM SHARED MY As Integer, MZ As Integer, NA As Integer, NB As Integer, NC As Integer, ND As Integer
DIM SHARED NE As Integer, NF As Integer, NG As Integer, NH As Integer, NI As Integer, NJ As Integer
DIM SHARED NK As Integer, NL As Integer, NM As Integer, NO As Integer, NP As Integer, NQ As Integer
DIM SHARED NR As Integer, NS As Integer, NT As Integer, NU As Integer, NV As Integer, NW As Integer
DIM SHARED NX As Integer, NY As Integer, NZ As Integer, OA As Integer, OB As Integer, OC As Integer
DIM SHARED OD As Integer, OE As Integer, OF As Integer, OG As Integer, OH As Integer, OI As Integer
DIM SHARED OJ As Integer, OK As Integer, OL As Integer, OM As Integer, ON As Integer, OO As Integer
DIM SHARED OP As Integer, OQ As Integer, OR As Integer, OS As Integer, OT As Integer, OU As Integer
DIM SHARED OV As Integer, OW As Integer, OX As Integer, OY As Integer, OZ As Integer, PA As Integer
DIM SHARED PB As Integer, PC As Integer, PD As Integer, PE As Integer, PF As Integer, PG As Integer
DIM SHARED PH As Integer, PI As Integer, PJ As Integer, PK As Integer, PL As Integer, PM As Integer
DIM SHARED PN As Integer, PO As Integer, PP As Integer, PQ As Integer, PR As Integer, PS As Integer
DIM SHARED PT As Integer, PU As Integer, PV As Integer, PW As Integer, PX As Integer, PY As Integer
DIM SHARED PZ As Integer, QA As Integer, QB As Integer, QC As Integer, QD As Integer, QE As Integer
DIM SHARED QF As Integer, QG As Integer, QH As Integer, QI As Integer, QJ As Integer, QK As Integer
DIM SHARED QL As Integer, QM As Integer, QN As Integer, QO As Integer, QP As Integer, QQ As Integer
DIM SHARED QR As Integer, QS As Integer, QT As Integer, QU As Integer, QV As Integer, QW As Integer
DIM SHARED QX As Integer, QY As Integer, QZ As Integer, RA As Integer, RB As Integer, RC As Integer
DIM SHARED RD As Integer, RE As Integer, RF As Integer, RG As Integer, RH As Integer, RI As Integer
DIM SHARED RJ As Integer, RK As Integer, RL As Integer, RM As Integer, RN As Integer, RO As Integer
DIM SHARED RP As Integer, RQ As Integer, RR As Integer, RS As Integer, RT As Integer, RU As Integer
DIM SHARED RV As Integer, RW As Integer, WX As Integer, WY As Integer, WZ As Integer, XA As Integer
DIM SHARED XB As Integer, XC As Integer, XD As Integer, XE As Integer, XF As Integer, XG As Integer
DIM SHARED XH As Integer, XI As Integer, XJ As Integer, XK As Integer, XL As Integer, XM As Integer
DIM SHARED XN As Integer, XO As Integer, XP As Integer, XQ As Integer, XR As Integer, XS As Integer
DIM SHARED XT As Integer, XU As Integer, XV As Integer, XW As Integer, XX As Integer, XY As Integer
DIM SHARED XZ As Integer, YA As Integer, YB As Integer, YC As Integer, YD As Integer, YE As Integer
DIM SHARED YF As Integer, YG As Integer, YH As Integer, YI As Integer, YJ As Integer, YK As Integer
DIM SHARED YL As Integer, YM As Integer, YN As Integer, YO As Integer, YP As Integer, YQ As Integer
DIM SHARED YR As Integer, YS As Integer, YT As Integer, YU As Integer, YV As Integer, YW As Integer
DIM SHARED YX As Integer, YY As Integer, YZ As Integer, ZA As Integer, ZB As Integer, ZC As Integer
DIM SHARED ZD As Integer, ZE As Integer, ZF As Integer, ZG As Integer, ZH As Integer, ZI As Integer
DIM SHARED ZJ As Integer, ZK As Integer, ZL As Integer, ZM As Integer, ZN As Integer, ZO As Integer
DIM SHARED ZP As Integer, ZQ As Integer, ZR As Integer, ZS As Integer, ZT As Integer, ZU As Integer
DIM SHARED ZV As Integer, ZW As Integer, ZX As Integer, ZY As Integer, ZZ As Integer
```

Workbench Screen



# VIDEO CREATOR

**Acid video hits the CD32. Tony Horgan puts on his silly VJ hat to test Almathera's long-awaited CD.**

**H**ave you noticed the explosion in DIY video recently? Just last month we featured a number of talented artists using their Amigas to produce mind-warping graphics for live shows and videos, and even cover-mounted the brilliant Video Tracker, so you could get in on the act too.

Now Video Creator gives CD32 owners the chance to record pulsating pop videos.

Video Creator works on a fairly simple principle. It plays an audio CD track of your choice (this could be anything from your CD music collection), while simultaneously displaying a sequence of visuals. If you're feeling lazy, you can set the program to Random Raves, which plays your track along with a random selection of pictures, animations and effects from the extensive library on the disc. However, if you want to get the most from the program, you'll need to

direct your own video. The CD houses over 1,000 images, 47 animations, 41 2D vector routines and 46 3D vectors. It's these that are used to make up your videos, which you can spice up with some of the built-in effects, like colour cycling, screen wipes and crossfades.

Putting a video together is pretty simple. You start with a blank cue list, into which you insert your effects one by one. For example, you could start the video with a text screen, announcing the title of the track. This could be followed by a picture or animation, which might fade up from behind the text. As the beat of the soundtrack kicks in, you could then strobe the screen with a couple of alternating images, or have a slicky dancer strutting up and down.

## KITCHEN SYNC

Stringing all of this together is just a matter of loading the visuals, and placing them in the cue list. You can synchronise each effect to an appropriate point of the soundtrack by setting the music playing, and simply clicking the mouse each time you want an effect change. So long as your timing isn't awful, this works quite well, and you can correct any bad mistakes afterwards.

## LIMITATIONS

The effects that are included are impressive, but it could definitely do with more. The quality and variety of the images is surprisingly good, and the various animation contrivances give it further potential. However, it would have been nice to see some more of the real-time generated effects that crop up on the best PD

demos, such as tunnels, picture zooms, fractal landscapes, feedback loops, plasma, starfields and so on, which can be infinitely varied, and would occupy hardly any memory.

The other major limitation is down to the read-only nature of CDs. Because you can't write to the CD, there's no way you can save your video on a straight CD32. Even so, a save option has been included, which should be handy if you were to run Video Creator on an A1200 with a CD drive, or if you somehow managed to connect a floppy drive to the CD32. You can save to RAM, but you'll lose it all when you turn off the CD32. However, you can, of course, record your productions to video tape with a home VCR. For much the same reason, you can't use any of your own animations or graphics, as there's no medium to load them from.



Like... her out man.

Even though there's a lot of graphics on the CD, it's not going to be long before you start to get tired of them. A thousand images might sound like enough to get you through a lifetime of video creation, but when you've got them all flashing up one after the other, you'll get through them pretty sharply. However, further discs of graphics are planned for future release.

That aside, Video Creator is a very nice program to use, with plenty of little features to make things easier. For example, instead of telling you how many bytes of RAM you have left, it has a thermometer-type bar that rises as you use up memory. Another nice touch is a 'function' button, a brief description of its function appears in a box at the bottom of the screen. Most 'function' representations of the images appear in the file requester, so you can preview the pictures without having to go through loading each one. The script edited videos uses a simple point-and-click system, which is similar to those used by MediaPoint and Scala.

Video Creator is great fun, but that's really all it is. As the soundtrack have to come from a CD, you're limited to producing using other people's music, unless you press a CD yourself! Even so, it'll be playing with it for a while yet—it's the quickest and easiest way to produce a complete audio-visual extravaganza. **CU**



The two pictures above show the range of options available in Video Creator, such as cycling.

## ALMATHERA £34.95

### ✓ CD 32 ONLY

**ALMATHERA, SOUTHERN HOUSE, BOUNDARY BUSINESS COURT, 92-94 CHURCH ROAD, MITCHAM, SURREY, CR4 3TD. TEL: 081 687 0040**

#### EASE OF USE

Stacks of user-friendly features make it accessible to the complete novice, and the manual's pretty good too.

#### VALUE FOR MONEY

Reasonably priced, although longevity is suspect.

#### EFFECTIVENESS

Capable of producing some very tasty demos.

#### FLEXIBILITY

No facility to permanently save a video with a standard CD32, and no way of creating or loading your own routines or graphics.

#### INNOVATION

The combination of a CD soundtrack and computer visuals is interesting.

**“A fun toy, held back by the lack of loading and saving features.”**

**OVERALL**

**65%**

may be made payable to "Emerald Creative". Allow at least 7 working days for cheques to clear.

**Bill Card, Visa, Mastercard, Delta.** We will bill your card when we post your order and ship the product, not before.

**Shipping All prices include VAT, but not carriage.** We reserve the right to change prices. You will be informed at any price change before your order is accepted.

**UK and Packaging charges within the UK are £2.50.** Recorded post is £4.00. Next day courier is £4.95 inc VAT within the UK. Mainland Europe £10.00. Overseas £15.00.

**Deliveries:** For the price of £1.00, we will QUICKEY replace or repair within 30 days of purchase. Phone us and we will tell you what to do. 100% refund. If you can't spare your time, simply ring your nearest S&W.

**"VOTED BEST DEALER"  
CU AMIGA JAN 93**

## FIRST COMPUTER CENTRE

### OPEN 7 DAYS A WEEK

OPEN MON - SAT 9.30AM-5.30PM  
SUNDAY OPENING 11.00AM-5.30PM  
THURSDAY NIGHT LATE 9.30AM-7.30PM  
OPEN HALF DAY MOST BANK HOLIDAYS

### TELEPHONE LEEDS

24 HOUR MAIL ORDER SERVICE & LINES!

**0532 319444**

FAX: 0532 319191

**SHOWROOM ADDRESS:**  
DEPT. CU, UNIT 3, ARMLEY  
PARK COURT, OFF CECIL ST,  
STANNINGLEY RD, LEEDS,  
LS12 2AE

### HOW TO ORDER

Order by telephone quoting your credit card. Please make cheques payable to the "FIRST COMPUTER CENTRE".

In any correspondence please quote a phone number & post code. Do not forget to include the delivery tariff & Dept. code. Allow 5 working days for cheque clearance.

- All prices include VAT @ 17.5%
- Large showrooms with free parking
- Overseas orders taken
- Educational orders welcome
- Established Multi million pound company

### UK MAINLAND DELIVERY TARIFFS

- Standard Delivery £1.50
- Guaranteed 2 to 3 day (week days) Delivery £2.95
- Guaranteed Next Day (week days) Delivery £4.95

### First Comm Bulletin Board

Why not place your orders on our new bulletin board. First Comm is however not just a means of ordering, it also gives you access to our detailed technical support files and advice.

Tel. 0532 311422



From the A882 take the M621 and follow the turnoff for Leeds Town. This will merge with the Armley Grange.

From the M62 follow signs for the M621 (ignore exit for town centre). Take A44 Elmdale Rd turnoff for M621. Follow signs for A33. This merges with Armley Grange.

From the A33 take the turnoff for the A44. This merges with the A33 (by passing Leeds town centre) which meets the Armley Grange. After "Living World" at traffic lights take a right, left, left again, & 3rd left to get to PC Centre.

We recommend you confirm prices before placing an order. E&OE.



2% surcharge on AMEX

## CD ROM Drives

Internal SCSI CD-ROM drives for the A1000/2000/4000 (with suitable SCSI controller). All drives include drive software & will read both CDDI/CD32 & PC ISO 9660 standard discs. External kits for A3000 also available

**NEC Multimedia 2Xi Internal £167.99**  
a 285MHz Access time 350KB transfer rate

**TEAC CD-50 Internal £139.99**  
a 285MHz Access time 300KB transfer rate

**Amiga 1000/2000 compatible only**  
a 320MHz Access time 300KB transfer rate

**TOSHIBA XM340 Internal £139.99**  
a 285MHz Access time 300KB transfer rate

**TOSHIBA XM4101 Internal £188.99 External £258.99**  
a 320MHz Access time 300KB transfer rate

**Mitsumi LU000 series Single Speed £99.99**  
Mitsumi FX001 LD Dual Speed £169.99

**Tandon IDE CD ROM Controller £69.99**  
for use with Mitsumi only

**GVP A4008 SCSI controller £122.99**

## SOFTWARE special offers!

**Wordworth 2.1 Print Manager only £19.99**

**Deluxe Paint 4.0 AGA only £19.99**

When you purchase any printer or Genlock with these OEM software packages

## AMIGA REPAIR CENTRE

We offer a FREE quotation on any Amiga or any peripheral (monitors, printers etc). A delivery tariff of just £3.00 is charged or alternatively you can see our showrooms. We can also arrange a courier pickup at an additional cost of £11.00.

## AMIGA 500 Plus trade in offer

When you spend £350.00 or more with us you can trade in your Amiga 500 Plus for £100.00. Your Amiga must be in working order complete with PSU and modulator.

## The AMIGA A1200

A1200 Standard pack only £259.99  
with Total Graphics, Basic, Laser, Workbench & Kickstart

**Computer Combat pack only £334.99**  
with Total Graphics, Basic, Laser, Workbench & Kickstart

**RACE & CHASE pack only £289.99**  
with High Level Editor, Total Graphics, Basic, Laser, Workbench & Kickstart

**DESKTOP DYNAMITE pack**  
with Workbench 1.6a, Basic, Laser, Workbench & Kickstart

**HARD DRIVE VERSIONS**  
STD pack R&C pack D/D pack

**£480.00 £419.99 £439.99 £489.99**

**£575.00 £479.99 £499.99 £537.99**

**£1275.00 £499.99 £519.99 £564.99**

**£2095.00 £569.99 £589.99 £629.99**

## THE CHAOS PACK!

● CHAOS ENGINE  
● NICK FALDO CHAMPIONSHIP GOLF  
● PRIMA! ANTICIPATES  
● SYNCRATIC

only £29.99 or £19.99  
with any AMIGA!

## The AMIGA 4000

A4000/030, 80 Mb HD £1009.99

A4000/030, 130 Mb HD £1114.99

A4000/030, 214 Mb HD £1174.99

A4000/030, 340 Mb HD £1489.99

**A4000/0**

A4000/040LC, 120 Mb HD\* £1569.99

A4000/040LC, 214 Mb HD\* £1859.99

**A4000/040LC, 340 Mb HD\* £1859.99**

**A4000/040LC, 540 Mb HD\* £1859.99**

**A4000/040LC, 740 Mb HD\* £1859.99**

**A4000/040LC, 940 Mb HD\* £1859.99**

**A4000/040LC, 1140 Mb HD\* £1859.99**

**A4000/040LC, 1340 Mb HD\* £1859.99**

**A4000/040LC, 1540 Mb HD\* £1859.99**

**A4000/040LC, 1740 Mb HD\* £1859.99**

**A4000/040LC, 1940 Mb HD\* £1859.99**

**A4000/040LC, 2140 Mb HD\* £1859.99**

**A4000/040LC, 2340 Mb HD\* £1859.99**

**A4000/040LC, 2540 Mb HD\* £1859.99**

**A4000/040LC, 2740 Mb HD\* £1859.99**

**A4000/040LC, 2940 Mb HD\* £1859.99**

**A4000/040LC, 3140 Mb HD\* £1859.99**

**A4000/040LC, 3340 Mb HD\* £1859.99**

**A4000/040LC, 3540 Mb HD\* £1859.99**

**A4000/040LC, 3740 Mb HD\* £1859.99**

**A4000/040LC, 3940 Mb HD\* £1859.99**

**A4000/040LC, 4140 Mb HD\* £1859.99**

**A4000/040LC, 4340 Mb HD\* £1859.99**

**A4000/040LC, 4540 Mb HD\* £1859.99**

**A4000/040LC, 4740 Mb HD\* £1859.99**

**A4000/040LC, 4940 Mb HD\* £1859.99**

**A4000/040LC, 5140 Mb HD\* £1859.99**

**A4000/040LC, 5340 Mb HD\* £1859.99**

**A4000/040LC, 5540 Mb HD\* £1859.99**

**A4000/040LC, 5740 Mb HD\* £1859.99**

**A4000/040LC, 5940 Mb HD\* £1859.99**

**A4000/040LC, 6140 Mb HD\* £1859.99**

**A4000/040LC, 6340 Mb HD\* £1859.99**

**A4000/040LC, 6540 Mb HD\* £1859.99**

**A4000/040LC, 6740 Mb HD\* £1859.99**

**A4000/040LC, 6940 Mb HD\* £1859.99**

**A4000/040LC, 7140 Mb HD\* £1859.99**

**A4000/040LC, 7340 Mb HD\* £1859.99**

**A4000/040LC, 7540 Mb HD\* £1859.99**

**A4000/040LC, 7740 Mb HD\* £1859.99**

**A4000/040LC, 7940 Mb HD\* £1859.99**

**A4000/040LC, 8140 Mb HD\* £1859.99**

**A4000/040LC, 8340 Mb HD\* £1859.99**

**A4000/040LC, 8540 Mb HD\* £1859.99**

**A4000/040LC, 8740 Mb HD\* £1859.99**

**A4000/040LC, 8940 Mb HD\* £1859.99**

**A4000/040LC, 9140 Mb HD\* £1859.99**

**A4000/040LC, 9340 Mb HD\* £1859.99**

**A4000/040LC, 9540 Mb HD\* £1859.99**

**A4000/040LC, 9740 Mb HD\* £1859.99**

**A4000/040LC, 9940 Mb HD\* £1859.99**

**A4000/040LC, 10140 Mb HD\* £1859.99**

**A4000/040LC, 10340 Mb HD\* £1859.99**

**A4000/040LC, 10540 Mb HD\* £1859.99**

**A4000/040LC, 10740 Mb HD\* £1859.99**

**A4000/040LC, 10940 Mb HD\* £1859.99**

**A4000/040LC, 11140 Mb HD\* £1859.99**

**A4000/040LC, 11340 Mb HD\* £1859.99**

**A4000/040LC, 11540 Mb HD\* £1859.99**

**A4000/040LC, 11740 Mb HD\* £1859.99**

**A4000/040LC, 11940 Mb HD\* £1859.99**

**A4000/040LC, 12140 Mb HD\* £1859.99**

**A4000/040LC, 12340 Mb HD\* £1859.99**

**A4000/040LC, 12540 Mb HD\* £1859.99**

**A4000/040LC, 12740 Mb HD\* £1859.99**

**A4000/040LC, 12940 Mb HD\* £1859.99**

**A4000/040LC, 13140 Mb HD\* £1859.99**

**A4000/040LC, 13340 Mb HD\* £1859.99**

**A4000/040LC, 13540 Mb HD\* £1859.99**

**A4000/040LC, 13740 Mb HD\* £1859.99**

**A4000/040LC, 13940 Mb HD\* £1859.99**

**A4000/040LC, 14140 Mb HD\* £1859.99**

**A4000/040LC, 14340 Mb HD\* £1859.99**

**A4000/040LC, 14540 Mb HD\* £1859.99**

**A4000/040LC, 14740 Mb HD\* £1859.99**

**A4000/040LC, 14940 Mb HD\* £1859.99**

**A4000/040LC, 15140 Mb HD\* £1859.99**

**A4000/040LC, 15340 Mb HD\* £1859.99**

**A4000/040LC, 15540 Mb HD\* £1859.99**

**A4000/040LC, 15740 Mb HD\* £1859.99**

**A4000/040LC, 15940 Mb HD\* £1859.99**

**A4000/040LC, 16140 Mb HD\* £1859.99**

**A4000/040LC, 16340 Mb HD\* £1859.99**

**A4000/040LC, 16540 Mb HD\* £1859.99**

**A4000/040LC, 16740 Mb HD\* £1859.99**

**A4000/040LC, 16940 Mb HD\* £1859.99**

**A4000/040LC, 17140 Mb HD\* £1859.99**

**A4000/040LC, 17340 Mb HD\* £1859.99**

**A4000/040LC, 17540 Mb HD\* £1859.99**

**A4000/040LC, 17740 Mb HD\* £1859.99**

**A4000/040LC, 17940 Mb HD\* £1859.99**

**A4000/040LC, 18140 Mb HD\* £1859.99**

**A4000/040LC, 18340 Mb HD\* £1859.99**

**A4000/040LC, 18540 Mb HD\* £1859.99**

**A4000/040LC, 18740 Mb HD\* £1859.99**

**A4000/040LC, 18940 Mb HD\* £1859.99**

**A4000/040LC, 19140 Mb HD\* £1859.99**

**A4000/040LC, 19340 Mb HD\* £1859.99**

**A4000/040LC, 19540 Mb HD\* £1859.99**

**A4000/040LC, 19740 Mb HD\* £1859.99**

**A4000/040LC, 19940 Mb HD\* £1859.99**

**A4000/040LC, 20140 Mb HD\* £1859.99**

**A4000/040LC, 20340 Mb HD\* £1859.99**

**A4000/040LC, 20540 Mb HD\* £1859.99**

**A4000/040LC, 20740 Mb HD\* £1859.99**

**A4000/040LC, 20940 Mb HD\* £1859.99**

**A4000/040LC, 21140 Mb HD\* £1859.99**

**A4000/040LC, 21340 Mb HD\* £1859.99**

**A4000/040LC, 21540 Mb HD\* £1859.99**

**A4000/040LC, 21740 Mb HD\* £1859.99**

**A4000/040LC, 21940 Mb HD\* £1859.99**

**A4000/040LC, 22140 Mb HD\* £1859.99**

**A4000/040LC, 22340 Mb HD\* £1859.99**

**A4000/040LC, 22540 Mb HD\* £1859.99**

**A4000/040LC, 22740 Mb HD\* £1859.99**

**A4000/040LC, 22940 Mb HD\* £1859.99**

**A4000/040LC, 23140 Mb HD\* £1859.99**

**A4000/040LC, 23340 Mb HD\* £1859.99**

**A4000/040LC, 23540 Mb HD\* £1859.99**

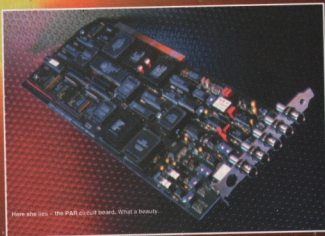
**A4000/040LC, 23740 Mb HD\* £1859.99**

**A4000/040LC, 23940 Mb HD\* £1859.99**



# DPS PAR card

What's all this then? A video recorder for your Amiga? Can it be true, have DPS really come up with a full-motion, full screen video recorder and playback card? Andy Leaning and John Sturan check it out.



Here she lies - the PAR circuit board. What a beauty.

Over the years I've used a lot of video products with the Amiga, but my one unfulfilled wish has been to play and record full motion video on it. The closest the Amiga has come so far was with CDXL for CDTV and, more recently, CD32. Providing you didn't wish to show more than 30 seconds of video CDXL, using VLab as a capture device could achieve reasonable results (more than 30 seconds, however, and you'd encounter problems). With sound and moving pictures shown in one quarter of the screen the results were just about good enough for games, and some educational CDs but not really usable for anything else.

In addition to the limited screen size and quality, there were other problems as well. For example, VLab digitising is in not real time and this made editing the sequence difficult. But given the limited playback on CDTV the restrictions in size and lack of real time digitising weren't really major problems.

## I HAVE A NEED

However, with the CD32 and its FMV module currently on the market there is a demand for high-quality FMV titles, demos and games. As a result, software developers need a cost-effective method of getting their 24-bit animation's or video

onto Betacam SP or D1 tape. (High-quality, mastering tape formats used to hold video data from which MPEG encoding can be carried out).

Therefore, I was pleased to hear that an American company, called DPS, had released a card for big box Amigas that allows just this. The card is called the Personal Animation Recorder, or PAR for short, and can record and play back computer animation sequences in real time. The card plugs into an Amiga expansion slot and replaces the record VCR and single frame controller.

To make the most of PAR for recording and real time playback of full resolution animation sequences you'll need a dedicated hard drive (not included) and component digital recording techniques. Because PAR stores the recorded sequences, digitally-missed frames, dropouts and other mechanical glitches which are frequently found with VCRs don't get a chance to crop up.

## SAMPLE USAGE

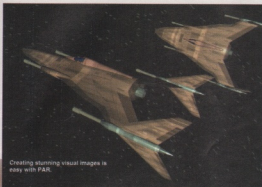
As you would expect from an Amiga-based system, the PAR card supports direct rendering of all common Amiga image formats including 24 Bit IFF and Video Toaster framebuffer files and is compatible with most Amiga animation packages, including Real 3D, Morph Plus and Imagine.

So, to test PAR out, I rendered a very simple animation using Morph Plus. Morph Plus was set to render in 24-bit at a resolution of 768 x 576 and set the path to DDR. When all the frames have fin-

## INSTALLATION

The PAR card is fairly easy to install although, at first, things can look daunting. Compatibility wise it will work with a Zorro II or Zorro III Amiga, ie an Amiga 2000, 3000 or 4000. Just lift off the cover of the 4000 and install the PAR card into a free Zorro slot. There is a ribbon cable which slots into the card fitted to the dedicated hard drive which in this instance was the Micropolis 2210A IDE drive and it worked without fail. The nice thing about PAR is that the drive is dedicated and does not rely on the Amiga system. No bus timings to worry about. Once the card was installed the software was very straightforward to install using the standard Amiga install programme.

The connections on the card are as follows: S-Video, PAL, Component and Genlock-Reference in. I connected the S-Video out to a 1084i monitor so I could have a look at the demos that came with the hard drive. And so saw, for the first time, 24-bit animations in real time played back through an Amiga. It was simply a matter of highlighting the animation of your choice and clicking with the mouse button on the play icon.



Creating stunning visual images is easy with PAR.

## CAPTURING VIDEO

Many Amiga users, particularly games developers will use the PAR card to create FMV animations rendered from programs such as *Imagine* and *Morphix*. However, there is another option. By adding the optional Digital Processing Systems AD3000 card to the PAR you can capture a frame or record a series of frames from a video source.

The AD3000 is another Zorro card which must be installed into a slot next to the PAR card because a short ribbon cable is used to connect the two cards. The AD3000 is essentially a Time Base Corrector (TBC) card and provides S-VHS, PAL and Component Video inputs. Connecting a video source (such as a laser disc player or camcorder) to this TBC and running the PAR software allows you to watch the incoming video signal and then grab either single frames or complete sequences and all using the PAR software.

The grabbing and storing of live video using the AD3000 is one of the most impressive elements of the DPS system. Watching a standard A4000 capture a live video feed, and write it to the hard drive in real time is breathtaking – but then it's the click of a button seeing it play back with no obvious loss is totally amazing!

The AD3000 and PAR combination does not compress video by using, as you would expect, MPEG – ie the compression standard behind FMV, but rather a DPS developed compression technique. This technology actually uses the JPEG chipset but gains higher compression ratios than they normally offer. This also ensures that the system can compress video in real-time, ie you don't notice that video coming in is actually being compressed and recorded! Only when you realise that it's doing this as you watch do you begin to realise the power DPS have managed to fit onto the cards.

Capturing video is really just another bonus for the PAR, but one definitely worth having.

set the path to DDR. When all the frames have finished rendering simply close the file in the PAR software and give the animation a name. You can now play the animation in real time using PAR. Various modifications can be made to the animation such as ping pong, reverse and splitting the anim. Pre-rendered files can also be made into anims on the PAR card as well.

In addition to using the PAR system to record

Amiga-generated animations you can also use the PAR system to capture and record video (see the boxout on capturing video). The video can be previewed and when you find the section you wish to record simply click on the record button. I was recording up to five minutes of video without any problems. Different video sequences can be joined together with other video clips or sections of video can be cut. This gives basic editing facilities and

works reasonably well. Also, sections of video can even be given a ping-pong effect or reversed.

All of the individual frames of your video can be saved to an Amiga DOS partition or a given range. You could take these given frames and experiment with some of the special effects in *ADPro* and recompile them as an anim in PAR. So using your imagination you can create some particularly neat stuff.

There are other recording modes as well, such as the special effects outlined above which enables you to

record at any frame rate, (12 frames/second for instance, which is useful for CD32 applications such as CDXL). You can record as low as one frame per second in this mode. With this time lapse you can grab slow moving objects and replay them at accelerated rates. The amount of acceleration being set by the time lapse record rate, set in seconds per frame. Additionally, there is a manual record mode that is controlled by the mouse.

## CONTROLS

Once an animation or video sequence has been recorded it can be played back at different frame rates (25, 12.5, 6.6 and 3 frames per second) you can also move backwards and forwards throughout the animation. The software provides a wide variety of controls and information, including the ability to move backwards and forwards through the sequence, a frame counter, time counter, scrub bar, frame advance, loop buttons and all other normal video style controls. There is also the ability to cut and splice frames together or join animations together.

One minor niggle, though, is that the PAR card is not a true non-linear video editor, ie the ability to edit the video sequence in any order you chose, although you can do some form of editing by splitting animations and joining various parts.

After some experimenting and late nights I had numerous clips of *Alyssa Directors Cut* on my hard drive video and the quality was truly excellent.

## SOUNDS HARD?

So far PAR has done everything you could want. But one area where it is definitely lacking is in

sound. PAR has no integrated sound sampling support. But all is not lost, although there is no built-in audio recording. PAR can link up with the Sunrise AD516 to provide 16-bit sound recording. This works by using SMPTE coding, to get the PAR and Sunrise cards to work in conjunction with each other.

With a little fiddling around (jumping between the PAR and Sunrise software) you can have full motion video with synchronised 16-bit audio and it is very impressive. The only problem is that at present you can't capture sound and vision at the same time, although this should technically be possible with *ARexx* I haven't yet figured it out.

I must admit that the results of viewing a 24-bit animation in real time on your Amiga is breath taking. I tested recording an animation to high-band Umatic and the results were excellent. For anyone who may have used a single frame controller this was a snap, straight to tape no hassles at all. Of course S-VHS, VHS, High Band, BetaCam SP or D1 recorders can all be used.

I enjoyed using the PAR card along with the capture card AD3000. This really makes the Amiga a serious tool for video as far as recording your 24 bit animations to video tape is concerned and believe me it works very well. The ability to capture video in real time is an added bonus. Sound too can be added, with the Sunrise card, and with SMPTE control sound can be linked to the video to single frame accuracy. Price wise, many will find it expensive but if you do a lot of animations and need to get them to tape PAR is value for money.

As far as FMV/Digital Video is concerned this card is excellent for producing master tapes of animations and video prior to MPEG encoding. The PAR card gives the Amiga a real advantage over other platforms for creating FMV titles and given the growing popularity of FMV films this is likely to help the Amiga's cause. **CU**

## DIGITAL PROCESSING SYSTEMS PAR CARD £1675 + VAT AD3000 £895 + VAT

A500	A500+	A600	A1200
A1500	A2000	A3000	A4000

**DIGITAL PROCESSING SYSTEMS  
RIVERSIDE BUSINESS PARK, UNIT 2,  
DOUGLUF WAY, FARNHAM, SURREY,  
GU9 7SS. TEL: 0252 7163000**

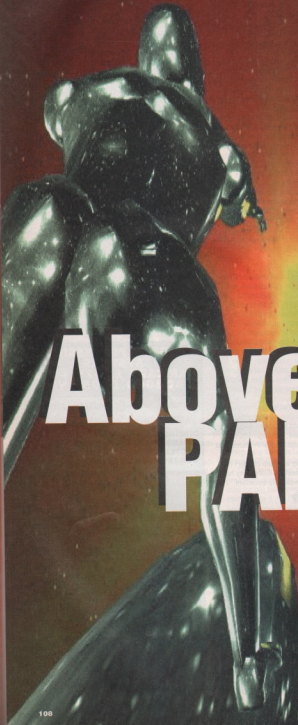
<b>EASE OF USE</b>	★★★★★★★★90%
Simple and easy, although fitting DPS, AD3000 and the Sunrise all at once is a little daunting.	
<b>VALUE FOR MONEY</b>	★★★★★★★★81%
High price for the Amiga, but for what it does it's good value.	
<b>EFFECTIVENESS</b>	★★★★★★★★89%
What more could you want?	
<b>FLEXIBILITY</b>	★★★★★★★★83%
Could do with built-in sound, but otherwise good all round.	
<b>INNOVATION</b>	★★★★★★★★92%
Amazing, video it compress and store full motion, full screen video in real time on an Amiga is breathtaking.	

**“Stunning, one of the most impressive high end products we've seen.”**

**OVERALL 93%**



Everybody's gone surfing, surfing Milky Way. Nice rendered image.



You've just read the review of the fabulous PAR card from DPS systems, and now CU AMIGA gives you the chance to win a complete PAR card system! This brilliant system includes the PAR card, the AD3000 frame grabber and a 500Mb hard drive! In total, a prize worth over £2500!

# Above PAR!

**T**he PAR card works with any big box Amiga, ie an A2000, A3000 or A4000 and allows you to capture and play back real time full screen, full motion video at video speed. It is the only card of its kind available for the Amiga and is quite simply stunning. With it you can create master video tapes of your animations, or grab video for special effects and then play it back it after editing!

The complete PAR card system prize has been provided by leading Amiga specialists Premier Vision and Digital Processing Systems.

Premier Vision have recently been appointed the latest Amiga Centre of Excellence and provide professional Amiga based systems for education, local government, corporates and professionals. Digital Processing Systems are leading Amiga hardware developers.

For further information on this stunning video card please call Premier Vision on: 071 274 4407.

**TO WIN THIS FABULOUS PRIZE ALL YOU HAVE TO DO IS ANSWER THE FOLLOWING SIMPLE QUESTIONS:**

1. In which city is Premier Vision based?
2. What CU AMIGA rating did the PAR card get?
3. What popular 16-bit sound card does the PAR card work with?

Drop the answers down on the back of a post card and send it to "ON PAR" compo, CU AMIGA, 30-32 Farringdon Lane, London, EC1R 3AU.

The editor's decision is final and no correspondence will be entered into. No employees of Premier Vision, DPS or Emap Images may enter. Closing date for this competition is 18/7/94.



# PRINTER PRINTER

## ON THE DESK WHO WILL WIN THIS PRODUCT TEST?

Andy Leaning looks at low cost colour printing options for the Amiga and finds out that quality and speed are still possible below the £200 mark.



The traditionally designed Seikoshia SL96.

If you use your Amiga for word processing, graphics, or DTP you'll need a printer to see your work on paper. And, with the Amiga's superior colour capabilities you'll want a colour printer. But until recently colour printing has cost more than an average A4000.

Now however the prices of colour printers are in free fall, with colour dot matrix printers starting from as little as £150! But are these low cost printers worth the money you pay for them? Is their output any good? and how compatible are they with Amigas?

Dot matrix printers are one of the oldest technologies in the computer market, even older than the original Amiga! They work on the simple concept of having a rectangle made up of little pins – typically 9 or 24 pins across (hence the expression 9 or 24 pin printers). By pushing various pins forward, the shapes of different characters or graphics can be built up. The pins pushed forward are then pressed against an ink ribbon and on to paper, this, in turn, creates an impression on the paper. The process prints one character at a time, then moves on to print the next character across or down until a full page is printed.

By increasing the number of pins available, better character shapes can be made, hence 24-pin printers give better quality (higher resolution) results than 9-pin variants. Dot matrix printers with both higher and lower pin counts have been developed and released (8, 18 and 48 pins have all

been tried) although only 9 and 24 pin models have caught on.

### COLOUR ME BAD

Dot matrix printers were originally developed for straight black ink output, and the technology to create colour is a relatively new idea. In colour dot matrix models the ribbon has rows of different colours with the ribbon moving up and down in front of the print head allowing different colours to be printed. Typically, there are four colour bands and with clever mixing of these base colours a wide pallet can be made up. The printers looked at here use a simple traditional print mechanism with an extra motor added to move the ribbon up and down.

### HOLD HANDS WITH YOUR AMIGA

One aspect you should consider before buying a printer is its level of support on the Amiga. Many printers now advertised were designed for the PC, and if a driver is not supplied for the Amiga, you'll have to find a driver (under preferences) that is compatible with the particular printer you've bought. Using a driver which wasn't specifically written for your printer could cause problems, or prevent you from getting the best out of your new investment. In short, check if Amiga drivers are supplied with the printer when buying. Your dealer should be able to supply drivers for both printers reviewed here, if not actually supply them with the printer.

This technology can produce some nice results and is particularly suited for printing pages with small areas of colour, or graphics with few colours. It is not particularly suited for large areas of colour – such as AA or 24-bit graphics. The reason for this being that as the print head moves from one colour band to the next it carries with it some of the ink from the previous colour, and over a period of time this infects the colour bands with ink from other colour bands – resulting in off colour prints. Images with lots of different colours that can't be printed by using just one band are perfect examples of the kind of illustration that give dot matrix printers a tough time. Another problem with colour dot matrix printers is that because the images are made up by printing the image in squares of 9 or 24 bits at a time banding occurs. This results in lines running down or across the page, the lines being the join where the different squares meet.

These are perhaps the biggest disadvantages with colour dot matrix, and providing you realise their faults in advance and can live with them you won't be disappointed with the prints from any of the printers seen here. The dot matrix models we look at here, the Seikoshia SL96 and the Citizen



## SEIKOSHA SL96



ABC, are both 24-pin models and can be found for £198.58 and £164.99 respectively from various advertisers in CU Amiga.

## CITIZEN ABC

The Citizen ABC printer was undoubtedly the more professional of the two printers looked at. In every aspect, apart from one, it seemed to be better than the Seikosha, the packaging, the software, the printer itself, and setting up it up. Ironically however, it was the most important element, print quality, that was worse.

The Citizen ABC was easy to set up, alarmingly so. A simple motor is added (used to move the printer ribbon up and down) and the colour ribbon then clipped in. If you find this too difficult help is at hand with the supplied Amiga software. The drivers disk provided not only has all the drivers needed, but also a tutorial which takes you through

## CITIZEN ABC



the whole installation process, even going to the length of showing you digitised pictures of the printer, where the motor goes etc – very smooth. 10 out of 10 to Citizen for making this process so simple. It's a shame that this marvellous set up is marred by two problems. Firstly when fitting the motor you are advised to push it until it clicks in – which sounds simple enough, but I really had to push it hard and when it finally 'clicked' it was not a pleasant little click but more of a loud clunk, it worked without problem afterwards but on the review sample at least, the clips holding the motor are far too tight and required unnecessary force. The second problem is that the manual supplied with the drivers disk isn't very helpful. Yes, the driver software is easy to use, but if you do come unstuck don't expect the manual to be much help, it contains very little else other than how to load the software! The printer manual, by comparison, contains all the information most users will need on the mechanical operation of the printer – in the sort of detail we have come to expect from Citizen.

Other than the minor problem in fitting the colour kit its operation is okay, but output was a bit

an old ribbon, but on a brand new ribbon (as tested) this was alarming and I can't help wondering what prints would look like after prolonged use! Printing times proved to be fast – the CU AMIGA bench tests revealing an overall score of 40 seconds for the total bench test.

## SEIKOSHA SL96

The Seikosha SL96 unlike the Citizen was more of a traditional design, with a straight, low, slim casing complete with tractor feed assembly and friction feed knob on the right hand side. The software drivers supplied were nowhere near as comprehensive or as easy to use as those on the ABC.

Setting up the hardware is, in fact, easier than the ABC, everything being pre-fitted – you don't need to fiddle around with motors etc. One up for Seikosha.

In use the Seikosha produced results that were both better and inferior to the Citizen. Our quality judging panel awarded it a good 5.5 for graphics and a strong 7 (both marks out of ten) for text. For speed however it was slower, clocking up a less impressive 43 seconds to complete the entire test! The quality of print, though, would enable the Seikosha to be used in an office or for serious home businesses. Its pictures, whilst suffering from more banding than the Citizen, were generally preferred by the panel and seemed to show more detail – whilst being slightly lighter. Continuous areas of single colour (yellow in the example) also fared better – much better – as can be seen from the prints (above left). For text the Seikosha is again definitely better, something all the judges agreed on – with text coming out darker and clearer. Although the Seikosha is more expensive it would seem that in terms of print quality it warrants the extra money.

89%

## AND THE WINNER IS...

A difficult choice. The Citizen feels a lot better, has a more professional air about it, and although it is marginally faster, both printers are very close to each other speed wise. But the Seikosha does produce considerably better results. In the end, despite the superior ease of use, reasonable print quality and lower price of the Citizen it's the cleaner prints and near equal speed of the Seikosha which finally wins the day.

Seikosha, tel: 0753 685 873  
Citizen, tel: 0753 584111

Thanks to Silica (081-309 1111), who supplied both models reviewed here, for their assistance.

## A TESTING EXPERIENCE

Starting with this review, we are beginning a new reviewing process for major hardware product tests. CU AMIGA has commissioned custom written bench test software with which we can test peripherals and upgrades. Doing so gives us a suite of bench test programs which thoroughly test the hardware, show up possible problems and finally provide a statistical figure revealing the individual products performance.

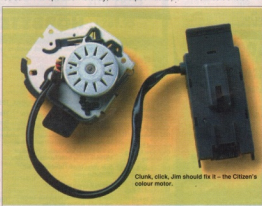
To achieve accurate figures the software sidesteps the official drivers, ensuring that the real hardware speeds are tested and not that of the drivers which may cover up for poor performing hardware.

The tests are written in *Microsoft Basic 2*, and as already discussed "hit the metal" directly. They take control of the printer hardware and essentially issue commands to the print engine. By asking every printer reviewed to carry out the same instructions we can perfectly judge the real performance of the printer. These commands ask the printer to carry out a set series of operations, including outputting single characters, entire lines, and pages of text, line feeds, form feeds and changing between colours. Further tests identify possible compatibility issues with relevant printer standards eg Epson etc.

The speed tests produce an overall index by which these and all future printers can be judged.

But speed is only part of the reason why one printer is better than others. Perhaps the most important consideration is the quality of its output. But how do you judge printer output, especially colour images – this is after all subjective, everyone has their own feelings. Some may think a printout is too dark, others the complete opposite. To solve this problem and come up with an impartial and accurate figure we created a standard test image, this contained text and graphics. It was then printed and shown to five people, each of whom were asked to rate the page on a scale of one to ten (ten being best). These scores were then averaged giving an overall score.

These figures are then combined with the normal CU AMIGA reviewing process, judging ease of use, documentation, etc to come up with a final score. The result is that CU AMIGA will be able to bring you consistent, reliable and accurate figures. You can bet on it.



disappointing. The four colour ribbon provides strong colours but the print head creates more bands than I would expect. For straight text its quality is a bit lacking, with characters appearing faint and at times suffering from rough edges.

There is also considerable interference and surplus ink found on and around printed text. For single colour usage (spot colour) some interference could again be seen, along with further banding problems. For multi colour and graphics work, banding across images was also present, as you would expect with a dot matrix, but it occurred more frequently than I would have liked. I would expect such symptoms to be present using

## PRINTER TEST RESULTS

TEST	CITIZEN ABC	SEIKOSHA SL96
Print Quality For Text,	4.5	7
Print Quality For Graphics,	5.5	5

Speed Result, 40" 43"

\* measured in seconds.  
Marks out of ten. These figures should only be compared to other dot matrix printers, not inkjets or laser.

CALLERS WELCOME AT OUR BRANCH OPEN 9-6.00, MONDAY TO SATURDAY, (10-4.30PM SUNDAYS

# WARNING

Due to the exchange rate, or manufacturer's changes or due to current VAT changes, some prices may alter, either up or down, during the several weeks between going to press and the start of the month of sale. We would ask that prices be confirmed by telephone before ordering.

## CD PHOTO/GRAPHICS PACK FOR A4000

Take high quality images from CD (CD32 or any one photographic format onto Kodak Photo CD and import them for manipulation into any DTP or art package in any DTP format. Software provides full screen processing and support for 24 bit display cards such as Picasso, Retina, Pixelix, Pixel Vision, etc. CD System includes: Toshiba CD ROM drive, SCSI II control and i/c. **£399.99** As above without SCSI **£299.99**

WHEN PURCHASED AT THE SAME TIME AS A4000

**CD SYSTEM**  
£1200  
**£310 OFF**

**PICCASSO OR RETINA**  
**£20 OFF**

**ART DEPT PRO OR IMAGE FX**  
**£10 OFF**

**PRIMERA PRINTER**  
**£25 OFF**

## INSTANT PHOTO SYSTEM

CANON RC260 ION CAMERA **£299.99**

Incorporates your pictures instantly into any image DTP/Graphics/Video Package. No developing, just click, then digitise using this 12 bit, 4c, or 24bit card with 256K compatible graphics. In built time delay, flash, a wide white balance, 30 pics stored until removable camera disc, comes complete with battery charger, remote control, disc and all leads. CANON RC260 ION CAMERA. **£359.99** DEALER BRIDGE SVMS (P) 2000. ANTIPHONY, SVMS or ARD OFF. WITH CANON CAMERA **£40 OFF**

## OLD AMIGA TRADE-IN

The best trade in allowance, extra for peripherals and upgrades. Trade in your old machine for a brand new A4000/1200/4000/320 or even a PC. After trade in, equipment is checked and refurbished by our experts and is then offered at bargain prices, complete with 3 months warranty.

**A500s from £139**  
**A1500s from £199**

A400 512/10	from 159	159u + Cables, from 179
A3000s	from 499	(V)P 160/32-200/229
CDTV	from 799	(V)P 160/32-200/229
A510 20/40M	129/159	

OTHER ACCESSORIES - PLEASE ASK  
\*Acceptance of pre-2c machines may be limited

## A500/600

INCLUDED	AS STANDARD	PLUS	WARD	EXTRAS
A500/600 CLASSIC	194-209**			
A400 512	194u or 209**			
A400 160 WICKED	274u or 284**			
A400 160 EPIC				

Return to base 10 options or 20 with built in top quality 3d party drive and come with total disc = full demonstration. \*990s come 260 for extension to 160 models.

## NO OTHER DEALER CAN BEAT OUR CREDENTIALS

- Multi-branch company with 10 years experience in Commodore product lines to day.
- Commodore trained staff are friendly and helpful and are experts, professionals.
- Over 14 yrs Monday to Saturday and 10.00am to 6.00pm Sunday. PLUS extended late nights on Thursday and Friday only for convenient shopping.
- Colours available for advice and demonstration in our 1600 x 10 high 32, 16m colour branch.
- Some special depths for major orders over £5.00 per express and we have Saturday express available.
- Hardware carefully handled and delivered safely and reliably by rapid, insured, top name courier service.
- The deepest trading in Amiga systems.
- Free 24 hour customer care and delivery of NEW replacement (except product with its own manufacturer).
- Warranty support and in-house engineers.
- Exceptional trade in offers to keep you up to date.
- Exceptional after sales service.
- WPC and expert advice.

## NOT JUST ANOTHER MAIL ORDER COMPANY

For years a major player in Amiga Mail Order, Hobbyte also boast extensive experience and expertise in specification and repair of Commodore and specialist systems. Hobbyte have been leaders in specification and repair for Commodore and successfully have major accounts with local banks, hospitals, hotels, educational centres and other organisations. We are pleased to be placed on tender list. \*Our expertise is available to all our customers.

# Hobbyte

## COMPUTING ESTABLISHED 25 YEARS

10 MARKET PLACE  
ST ALBANS HERTS AL3 5DG  
TEL (0727) 850005/441394

## A4000/30 & 40

A4000/30: AGA Chip set, 4.08030 processor, 68082 25/70 MHz co-processor option, 156,000 colours from 16.6M, 32m double for flicker free display, Memos, Amiga 3.5"/7.68M 3.5" drive, Hard Drive as below, Amiga DOS 3.5 systems, and utilities.  
A4000/40: Double as above, but featuring the blistering A4000 processor, with full floating point facilities.  
A4000/40TV: Tower with full 640/768/16M processor with SCSI-II and IDE I/O Ports.

PRICE PER PC	ANY HARD DISK	ANY HARD DISK	ANY HARD DISK	ANY HARD DISK
A4000/30	2+4MB	2+4MB	2+4MB	2+4MB
1-1MB	2-1MB	2-1MB	2-1MB	2-1MB
512 K	512 K	512 K	512 K	512 K
No HD	80	80	1449	1839
80	80	80	1539	1929
120/120	940	940	1589	1979
214	940	940	1609	1999
360/360	1019	1019		
340	1099	1099		2039
520/540	1269	1269	1849	2239
1GB	A4000/30-PC	2549		
320	A4000/40-PC	3199		

\*PHOTO GRAPHICS PACK SET TOP LEFT

## HOBBYTE VALUE PACKS

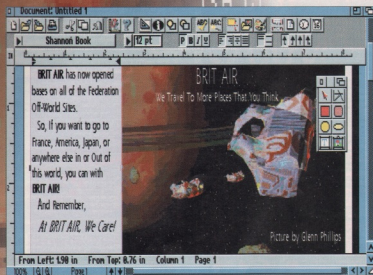
Hobbyte are famous for their packs, allowing you to choose what you want, whilst still benefiting from package deal savings. Remember, a bargain is only a bargain when you like what you get! So, if you aren't Wild, Waxed or Wicked, Shopkeeper sends you to Specs, Specs As leaves you feeling even more satisfied. Paraded does worse, if they basically can't you, exercise your opinion and get rid of the money from Hobbyte.

### TRAMPY'S AND NOBBY'S PACK

Fun and educational for 2 to 11 years  
(Some may be required)

- A magical learning game of 3 levels, PLUS extra for 12 years, 1600 colours and 32m double for flicker free display.
- A magical learning educational game, step 2, 7 to 11.
- A game with Trampy and Nobby, 4 years and under.
- The Top Trampy's with lots of extra money and more.
- Fun School 2 or 3 or 4 or 5 or 6 or 7 or 8 or 9 or 10 or 11 or 12 or 13 or 14 or 15 or 16 or 17 or 18 or 19 or 20 or 21 or 22 or 23 or 24 or 25 or 26 or 27 or 28 or 29 or 30 or 31 or 32 or 33 or 34 or 35 or 36 or 37 or 38 or 39 or 40 or 41 or 42 or 43 or 44 or 45 or 46 or 47 or 48 or 49 or 50 or 51 or 52 or 53 or 54 or 55 or 56 or 57 or 58 or 59 or 60 or 61 or 62 or 63 or 64 or 65 or 66 or 67 or 68 or 69 or 70 or 71 or 72 or 73 or 74 or 75 or 76 or 77 or 78 or 79 or 80 or 81 or 82 or 83 or 84 or 85 or 86 or 87 or 88 or 89 or 90 or 91 or 92 or 93 or 94 or 95 or 96 or 97 or 98 or 99 or 100 or 101 or 102 or 103 or 104 or 105 or 106 or 107 or 108 or 109 or 110 or 111 or 112 or 113 or 114 or 115 or 116 or 117 or 118 or 119 or 120 or 121 or 122 or 123 or 124 or 125 or 126 or 127 or 128 or 129 or 130 or 131 or 132 or 133 or 134 or 135 or 136 or 137 or 138 or 139 or 140 or 141 or 142 or 143 or 144 or 145 or 146 or 147 or 148 or 149 or 150 or 151 or 152 or 153 or 154 or 155 or 156 or 157 or 158 or 159 or 160 or 161 or 162 or 163 or 164 or 165 or 166 or 167 or 168 or 169 or 170 or 171 or 172 or 173 or 174 or 175 or 176 or 177 or 178 or 179 or 180 or 181 or 182 or 183 or 184 or 185 or 186 or 187 or 188 or 189 or 190 or 191 or 192 or 193 or 194 or 195 or 196 or 197 or 198 or 199 or 200 or 201 or 202 or 203 or 204 or 205 or 206 or 207 or 208 or 209 or 210 or 211 or 212 or 213 or 214 or 215 or 216 or 217 or 218 or 219 or 220 or 221 or 222 or 223 or 224 or 225 or 226 or 227 or 228 or 229 or 230 or 231 or 232 or 233 or 234 or 235 or 236 or 237 or 238 or 239 or 240 or 241 or 242 or 243 or 244 or 245 or 246 or 247 or 248 or 249 or 250 or 251 or 252 or 253 or 254 or 255 or 256 or 257 or 258 or 259 or 260 or 261 or 262 or 263 or 264 or 265 or 266 or 267 or 268 or 269 or 270 or 271 or 272 or 273 or 274 or 275 or 276 or 277 or 278 or 279 or 280 or 281 or 282 or 283 or 284 or 285 or 286 or 287 or 288 or 289 or 290 or 291 or 292 or 293 or 294 or 295 or 296 or 297 or 298 or 299 or 300 or 301 or 302 or 303 or 304 or 305 or 306 or 307 or 308 or 309 or 310 or 311 or 312 or 313 or 314 or 315 or 316 or 317 or 318 or 319 or 320 or 321 or 322 or 323 or 324 or 325 or 326 or 327 or 328 or 329 or 330 or 331 or 332 or 333 or 334 or 335 or 336 or 337 or 338 or 339 or 340 or 341 or 342 or 343 or 344 or 345 or 346 or 347 or 348 or 349 or 350 or 351 or 352 or 353 or 354 or 355 or 356 or 357 or 358 or 359 or 360 or 361 or 362 or 363 or 364 or 365 or 366 or 367 or 368 or 369 or 370 or 371 or 372 or 373 or 374 or 375 or 376 or 377 or 378 or 379 or 380 or 381 or 382 or 383 or 384 or 385 or 386 or 387 or 388 or 389 or 390 or 391 or 392 or 393 or 394 or 395 or 396 or 397 or 398 or 399 or 400 or 401 or 402 or 403 or 404 or 405 or 406 or 407 or 408 or 409 or 410 or 411 or 412 or 413 or 414 or 415 or 416 or 417 or 418 or 419 or 420 or 421 or 422 or 423 or 424 or 425 or 426 or 427 or 428 or 429 or 430 or 431 or 432 or 433 or 434 or 435 or 436 or 437 or 438 or 439 or 440 or 441 or 442 or 443 or 444 or 445 or 446 or 447 or 448 or 449 or 450 or 451 or 452 or 453 or 454 or 455 or 456 or 457 or 458 or 459 or 460 or 461 or 462 or 463 or 464 or 465 or 466 or 467 or 468 or 469 or 470 or 471 or 472 or 473 or 474 or 475 or 476 or 477 or 478 or 479 or 480 or 481 or 482 or 483 or 484 or 485 or 486 or 487 or 488 or 489 or 490 or 491 or 492 or 493 or 494 or 495 or 496 or 497 or 498 or 499 or 500 or 501 or 502 or 503 or 504 or 505 or 506 or 507 or 508 or 509 or 510 or 511 or 512 or 513 or 514 or 515 or 516 or 517 or 518 or 519 or 520 or 521 or 522 or 523 or 524 or 525 or 526 or 527 or 528 or 529 or 530 or 531 or 532 or 533 or 534 or 535 or 536 or 537 or 538 or 539 or 540 or 541 or 542 or 543 or 544 or 545 or 546 or 547 or 548 or 549 or 550 or 551 or 552 or 553 or 554 or 555 or 556 or 557 or 558 or 559 or 560 or 561 or 562 or 563 or 564 or 565 or 566 or 567 or 568 or 569 or 570 or 571 or 572 or 573 or 574 or 575 or 576 or 577 or 578 or 579 or 580 or 581 or 582 or 583 or 584 or 585 or 586 or 587 or 588 or 589 or 590 or 591 or 592 or 593 or 594 or 595 or 596 or 597 or 598 or 599 or 600 or 601 or 602 or 603 or 604 or 605 or 606 or 607 or 608 or 609 or 610 or 611 or 612 or 613 or 614 or 615 or 616 or 617 or 618 or 619 or 620 or 621 or 622 or 623 or 624 or 625 or 626 or 627 or 628 or 629 or 630 or 631 or 632 or 633 or 634 or 635 or 636 or 637 or 638 or 639 or 640 or 641 or 642 or 643 or 644 or 645 or 646 or 647 or 648 or 649 or 650 or 651 or 652 or 653 or 654 or 655 or 656 or 657 or 658 or 659 or 660 or 661 or 662 or 663 or 664 or 665 or 666 or 667 or 668 or 669 or 670 or 671 or 672 or 673 or 674 or 675 or 676 or 677 or 678 or 679 or 680 or 681 or 682 or 683 or 684 or 685 or 686 or 687 or 688 or 689 or 690 or 691 or 692 or 693 or 694 or 695 or 696 or 697 or 698 or 699 or 700 or 701 or 702 or 703 or 704 or 705 or 706 or 707 or 708 or 709 or 710 or 711 or 712 or 713 or 714 or 715 or 716 or 717 or 718 or 719 or 720 or 721 or 722 or 723 or 724 or 725 or 726 or 727 or 728 or 729 or 730 or 731 or 732 or 733 or 734 or 735 or 736 or 737 or 738 or 739 or 740 or 741 or 742 or 743 or 744 or 745 or 746 or 747 or 748 or 749 or 750 or 751 or 752 or 753 or 754 or 755 or 756 or 757 or 758 or 759 or 760 or 761 or 762 or 763 or 764 or 765 or 766 or 767 or 768 or 769 or 770 or 771 or 772 or 773 or 774 or 775 or 776 or 777 or 778 or 779 or 780 or 781 or 782 or 783 or 784 or 785 or 786 or 787 or 788 or 789 or 790 or 791 or 792 or 793 or 794 or 795 or 796 or 797 or 798 or 799 or 800 or 801 or 802 or 803 or 804 or 805 or 806 or 807 or 808 or 809 or 810 or 811 or 812 or 813 or 814 or 815 or 816 or 817 or 818 or 819 or 820 or 821 or 822 or 823 or 824 or 825 or 826 or 827 or 828 or 829 or 830 or 831 or 832 or 833 or 834 or 835 or 836 or 837 or 838 or 839 or 840 or 841 or 842 or 843 or 844 or 845 or 846 or 847 or 848 or 849 or 850 or 851 or 852 or 853 or 854 or 855 or 856 or 857 or 858 or 859 or 860 or 861 or 862 or 863 or 864 or 865 or 866 or 867 or 868 or 869 or 870 or 871 or 872 or 873 or 874 or 875 or 876 or 877 or 878 or 879 or 880 or 881 or 882 or 883 or 884 or 885 or 886 or 887 or 888 or 889 or 890 or 891 or 892 or 893 or 894 or 895 or 896 or 897 or 898 or 899 or 900 or 901 or 902 or 903 or 904 or 905 or 906 or 907 or 908 or 909 or 910 or 911 or 912 or 913 or 914 or 915 or 916 or 917 or 918 or 919 or 920 or 921 or 922 or 923 or 924 or 925 or 926 or 927 or 928 or 929 or 930 or 931 or 932 or 933 or 934 or 935 or 936 or 937 or 938 or 939 or 940 or 941 or 942 or 943 or 944 or 945 or 946 or 947 or 948 or 949 or 950 or 951 or 952 or 953 or 954 or 955 or 956 or 957 or 958 or 959 or 960 or 961 or 962 or 963 or 964 or 965 or 966 or 967 or 968 or 969 or 970 or 971 or 972 or 973 or 974 or 975 or 976 or 977 or 978 or 979 or 980 or 981 or 982 or 983 or 984 or 985 or 986 or 987 or 988 or 989 or 990 or 991 or 992 or 993 or 994 or 995 or 996 or 997 or 998 or 999 or 1000 or 1001 or 1002 or 1003 or 1004 or 1005 or 1006 or 1007 or 1008 or 1009 or 1010 or 1011 or 1012 or 1013 or 1014 or 1015 or 1016 or 1017 or 1018 or 1019 or 1020 or 1021 or 1022 or 1023 or 1024 or 1025 or 1026 or 1027 or 1028 or 1029 or 1030 or 1031 or 1032 or 1033 or 1034 or 1035 or 1036 or 1037 or 1038 or 1039 or 1040 or 1041 or 1042 or 1043 or 1044 or 1045 or 1046 or 1047 or 1048 or 1049 or 1050 or 1051 or 1052 or 1053 or 1054 or 1055 or 1056 or 1057 or 1058 or 1059 or 1060 or 1061 or 1062 or 1063 or 1064 or 1065 or 1066 or 1067 or 1068 or 1069 or 1070 or 1071 or 1072 or 1073 or 1074 or 1075 or 1076 or 1077 or 1078 or 1079 or 1080 or 1081 or 1082 or 1083 or 1084 or 1085 or 1086 or 1087 or 1088 or 1089 or 1090 or 1091 or 1092 or 1093 or 1094 or 1095 or 1096 or 1097 or 1098 or 1099 or 1100 or 1101 or 1102 or 1103 or 1104 or 1105 or 1106 or 1107 or 1108 or 1109 or 1110 or 1111 or 1112 or 1113 or 1114 or 1115 or 1116 or 1117 or 1118 or 1119 or 1120 or 1121 or 1122 or 1123 or 1124 or 1125 or 1126 or 1127 or 1128 or 1129 or 1130 or 1131 or 1132 or 1133 or 1134 or 1135 or 1136 or 1137 or 1138 or 1139 or 1140 or 1141 or 1142 or 1143 or 1144 or 1145 or 1146 or 1147 or 1148 or 1149 or 1150 or 1151 or 1152 or 1153 or 1154 or 1155 or 1156 or 1157 or 1158 or 1159 or 1160 or 1161 or 1162 or 1163 or 1164 or 1165 or 1166 or 1167 or 1168 or 1169 or 1170 or 1171 or 1172 or 1173 or 1174 or 1175 or 1176 or 1177 or 1178 or 1179 or 1180 or 1181 or 1182 or 1183 or 1184 or 1185 or 1186 or 1187 or 1188 or 1189 or 1190 or 1191 or 1192 or 1193 or 1194 or 1195 or 1196 or 1197 or 1198 or 1199 or 1200 or 1201 or 1202 or 1203 or 1204 or 1205 or 1206 or 1207 or 1208 or 1209 or 1210 or 1211 or 1212 or 1213 or 1214 or 1215 or 1216 or 1217 or 1218 or 1219 or 1220 or 1221 or 1222 or 1223 or 1224 or 1225 or 1226 or 1227 or 1228 or 1229 or 1230 or 1231 or 1232 or 1233 or 1234 or 1235 or 1236 or 1237 or 1238 or 1239 or 1240 or 1241 or 1242 or 1243 or 1244 or 1245 or 1246 or 1247 or 1248 or 1249 or 1250 or 1251 or 1252 or 1253 or 1254 or 1255 or 1256 or 1257 or 1258 or 1259 or 1260 or 1261 or 1262 or 1263 or 1264 or 1265 or 1266 or 1267 or 1268 or 1269 or 1270 or 1271 or 1272 or 1273 or 1274 or 1275 or 1276 or 1277 or 1278 or 1279 or 1280 or 1281 or 1282 or 1283 or 1284 or 1285 or 1286 or 1287 or 1288 or 1289 or 1290 or 1291 or 1292 or 1293 or 1294 or 1295 or 1296 or 1297 or 1298 or 1299 or 1300 or 1301 or 1302 or 1303 or 1304 or 1305 or 1306 or 1307 or 1308 or 1309 or 1310 or 1311 or 1312 or 1313 or 1314 or 1315 or 1316 or 1317 or 1318 or 1319 or 1320 or 1321 or 1322 or 1323 or 1324 or 1325 or 1326 or 1327 or 1328 or 1329 or 1330 or 1331 or 1332 or 1333 or 1334 or 1335 or 1336 or 1337 or 1338 or 1339 or 1340 or 1341 or 1342 or 1343 or 1344 or 1345 or 1346 or 1347 or 1348 or 1349 or 1350 or 1351 or 1352 or 1353 or 1354 or 1355 or 1356 or 1357 or 1358 or 1359 or 1360 or 1361 or 1362 or 1363 or 1364 or 1365 or 1366 or 1367 or 1368 or 1369 or 1370 or 1371 or 1372 or 1373 or 1374 or 1375 or 1376 or 1377 or 1378 or 1379 or 1380 or 1381 or 1382 or 1383 or 1384 or 1385 or 1386 or 1387 or 1388 or 1389 or 1390 or 1391 or 1392 or 1393 or 1394 or 1395 or 1396 or 1397 or 1398 or 1399 or 1400 or 1401 or 1402 or 1403 or 1404 or 1405 or 1406 or 1407 or 1408 or 1409 or 1410 or 1411 or 1412 or 1413 or 1414 or 1415 or 1416 or 1417 or 1418 or 1419 or 1420 or 1421 or 1422 or 1423 or 1424 or 1425 or 1426 or 1427 or 1428 or 1429 or 1430 or 1431 or 1432 or 1433 or 1434 or 1435 or 1436 or 1437 or 1438 or 1439 or 1440 or 1441 or 1442 or 1443 or 1444 or 1445 or 1446 or 1447 or 1448 or 1449 or 1450 or 1451 or 1452 or 1453 or 1454 or 1455 or 1456 or 1457 or 1458 or 1459 or 1460 or 1461 or 1462 or 1463 or 1464 or 1465 or 1466 or 1467 or 1468 or 1469 or 1470 or 1471 or 1472 or 1473 or 1474 or 1475 or 1476 or 1477 or 1478 or 1479 or 1480 or 1481 or 1482 or 1483 or 1484 or 1485 or 1486 or 1487 or 1488 or 1489 or 1490 or 1491 or 1492 or 1493 or 1494 or 1495 or 1496 or 1497 or 1498 or 1499 or 1500 or 1501 or 1502 or 1503 or 1504 or 1505 or 1506 or 1507 or 1508 or 1509 or 1510 or 1511 or 1512 or 1513 or 1514 or 1515 or 1516 or 1517 or 1518 or 1519 or 1520 or 1521 or 1522 or 1523 or 1524 or 1525 or 1526 or 1527 or 1528 or 1529 or 1530 or 1531 or 1532 or 1533 or 1534 or 1535 or 1536 or 1537 or 1538 or 1539 or 1540 or 1541 or 1542 or 1543 or 1544 or 1545 or 1546 or 1547 or 1548 or 1549 or 1550 or 1551 or 1552 or 1553 or 1554 or 1555 or 1556 or 1557 or 1558 or 1559 or 1560 or 1561 or 1562 or 1563 or 1564 or 1565 or 1566 or 1567 or 1568 or 1569 or 1570 or 1571 or 1572 or 1573 or 1574 or 1575 or 1576 or 1577 or 1578 or 1579 or 1580 or 1581 or 1582 or 1583 or 1584 or 1585 or 1586 or 1587 or 1588 or 1589 or 1590 or 1591 or 1592 or 1593 or 1594 or 1595 or 1596 or 1597 or 1598 or 1599 or 1600 or 1601 or 1602 or 1603 or 1604 or





# Wordworth 3.0a

**Digita have reacted quickly to the numerous criticisms levelled at Wordworth 3.0 and have now shipped a revised version. Andy Leaning takes a look to see if things have improved second time around.**

**W**hen Wordworth 3 was released it was heavily criticised, and rightly so. A lot of users had the previous versions of Wordworth (thanks to a bundling arrangement with Commodore) and many of them immediately upgraded, trusting Digita to deliver a decent product. On receiving the program, however, many users, including CU AMIGA, were dismayed to find that it was, in fact, bug-ridden! Digita had taken one of the most popular Amiga word processors and converted it to a bug ridden example of how not to write software!

However, Digita were quick to react and promptly issued a statement saying that they would release an improved version which would correct many of the problems, increase the speed of the program and add a few new features into the bargain.

So have they? Is Wordworth 3.0a any better than the previous version? Well, Digita have corrected a great many of the serious crashes and flaws. The program itself seems to be more stable and reliable and far less liable to crash than version 3.0. There are still flaws in the program which completely lock up or freeze the system, but in general it's far more solid than before. However, I'm still not happy with its reliability – there is still work to be done here.

Most of the strange inconsistencies have been corrected (ie text disappearing, settings not saving and colours not being represented on screen correctly for example). As a result, the program feels a lot more secure, with operations responding correctly, as you would expect.

However, the near-invisible cursors in requesters is one obscure glitch that hasn't been removed. Digita claim there is little they can do about it. When

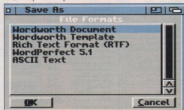
Digita have added several new features, including a new Wordperfect export filter.

using the program on AGA Amigas (ie the A1200 or A4000) with 256 colour screens the cursor used to edit text fields in requesters is displayed in a very faint colour, so faint in fact that at first you don't notice it's there. The result is that you keep clicking on the text field believing you haven't selected it – a small but annoying problem.

## A DRAG ACT

No this isn't some clever witicism referring to a possible double act that Wordworth can perform, but rather one of the program's new features – a facility called Drag and Drop. This is one of my favourite features in Microsoft Word on the PC and its inclusion in Wordworth is wonderful. It's a very simple concept and allows you to move text around a document by simply highlighting the text, pressing the mouse button down and then whilst still holding it down (ie dragging it) you can move the text to a new position. Much faster than cut and paste, and a real time saver.

Digita have also added an additional export filter (Word Perfect) and improved the RTF (Rich Text Format) filter. 'Open Recent' is another MS Word



type operation that has found its way into Wordworth. This pops up a submenu containing a list of the last few documents edited, allowing you to open them much quicker than going through the normal file requester process, and is very helpful for quickly restarting if you need to exit and restart Wordworth on a regular basis. However, Wordworth threw up a few glitches when I tried using this – eg not correctly remembering which files were opened.

Another nice facility is that the repeat command will now repeat formatting commands carried out, although the easy availability of the formatting commands via the Toolbar negates the advantages of this capability. Other than these there are no major improvements – this release is after all only an update to the previous major upgrade launch.

Speedwise Wordworth 3.0a has also been improved, although it's still slower than Final Writer. Straight command comparison reveals that some operations now take less time to complete, although I suspect most of the 'tune-ups' are internal and as such don't make much noticeable difference. Sadly, graphics manipulation is still very sluggish and this is one area in particular where Digita could really improve the program's performance.

## CONCLUSION

In conclusion, Wordworth is now a much, much better program and far easier to use. However, it still has a few bugs, and is nowhere near as fast as Final Writer and whilst this is the case I really cannot recommend it as a rival to Final Writer. For dedicated users of earlier versions of Wordworth (prior to 3.0) though, the new version is now more than good enough to warrant the upgrade fee, while for owners of 3.0 it's a must have.

In short, if you're a Wordworth owner then yes the new version is worth having, if you use another word processor and were thinking of upgrading, we'd still recommend Final Writer. **CU**

## DIGITA INTERNATIONAL £149.99

A500 ☒ A500+ ☒ A600 ☒ A1200 ☒  
A1500 ☒ A2000 ☒ A3000 ☒ A4000 ☒

**Requirements:** 2Mb of memory, two disk drives, or a hard drive and Workbench 2.0 or above.

**DIGITA INTERNATIONAL LTD, BLACK HORSE HOUSE, EXMOUTH, EX0 1JL.  
TEL: 0395 270723**

### EASE OF USE

Although very sophisticated, Wordworth is very simple to use. **\*\*\*\*\*95%**

### VALUE FOR MONEY

Much money than Final Writer yet hardly any more features. **\*\*\*\*\*80%**

### FLEXIBILITY

Although 3.0a is mainly a bug hunt, there are a few new features that increase its flexibility – ie Word Perfect export filter etc. **\*\*\*\*\*83%**

### INNOVATION

Nothing really new, but what is new is brilliant. **\*\*\*\*\*80%**

**A worthy upgrade for previous Wordworth owners, although for the best in Amiga word processing Final Writer is still the king.**

**OVERALL 86%**



# How To Attract Girls

NEW Scientists have now isolated and synthesised a natural female attractant - ANDROSTENONE PHEROMONE.

- Minute quantities were sprayed on a chair in a dentist's waiting room. Women patients made straight for the chair! Sunday Times
- "Women are attracted to the smell!" Daily Telegraph
- "The woman finds the man attractive but she doesn't know why." Lifestyle
- "The stuff attracts women like you would not believe." Colorado Telegraph

Successfully tested on BBC TV's "Tomorrow's World".

CONTACT 18 contains ANDROSTENONE and Super ANDROSTENOL PHEROMONE and is the best quality, most effective pheromone attractant available. Don't be misled by cheap(er) (or more expensive) imitations. Comes in a discreet 15ml atomiser (lasts 3 months). It really works! User reports confirm success:

"CONTACT 18 really does seem to work! The most dramatic instances have occurred when wearing it at discos. Girls just drift towards me and start flirting." D.T. Cardiff.  
"I knew CONTACT 18 wasn't a gimmick when one of the girls at work, quite out of character, started to seduce me when we were alone in the office." S.D. Nottingham.

Price £12.95  
Postpaid



**SPECIAL OFFER:**  
Order 2 (£23.90)  
and get an extra  
**CONTACT 18 - FREE!**

Fast despatch under plain cover  
Trade Enquiries Welcome

**MONEY BACK GUARANTEE:**

If you are not 100% delighted with CONTACT 18 simply return remainder within 30 days for a full refund. No questions asked.

**24 HR CREDIT CARD HOTLINE**  
0534 61 71 81

GKS RESEARCH TECHNOLOGY,  
P.O. Box 117,  
St. Helier, JE4 8QZ

To: GKS RESEARCH TECHNOLOGY, P.O. BOX 117, ST. HELIER, JE4 8QZ

YES! Please send me \_\_\_\_\_ bottles of CONTACT 18 Enclose Cheque / P.O. for £\_\_\_\_\_ (Foreign add £3)

Or debit my Access/Visa Act No. \_\_\_\_\_ Expiry Date \_\_\_\_\_

Signature \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Office Suite 5, 28 Brimley Park, Bath Road, St. Helier, Jersey JE4 8QZ (This place was the above address which was used by GKS in a recent TV Spot)

Reach the top with.....

## LCL Self-Tuition Courses

Totally Comprehensive Courses (each is a compilation of 24 materials a book and manual)....Of excellent quality (e.g. ....a very recommended education programme)....AMIGA User INTERNATIONAL

**MICRO FRENCH (Beginners - GCSE)**

24 Programs • Real speech • Graphics Advantages Games • Talking Cartoon

**MICRO SPANISH (Beginners - GCSE & Business)**

24 Programs • Real speech • Business letter generator (1MB) etc.

**MICRO GERMAN (Beginners - GCSE & Business)**

24 Programs • Real speech • Graphics Advantages Game • Business letter generator (1MB) etc.

**MICRO ENGLISH (8 years - GCSE)**

24 Programs • Spelling • Punctuation • Grammar • Literature etc.

**MICRO SCIENCE Physics, Chemistry, Biology (8 years - GCSE)**

24 Programs • Texts • Practical experiments • Learning by pictures • Advantages game (1MB) etc.

**MICRO MATHS (11 years - GCSE)**

24 Programs • Algebra • Geometry • Trigonometry • Statistics • Arithmetic etc.

**PRIMARY MATHS COURSE (3-12 years)**

24 Programs • Tables • Add • Subject • Divide • Multiplication (Long and Short) • Fractions etc.

**MEGA MATHS (A level course)**

24 Programs • Calculus • Algebra • Geometry • Full screen graphs etc.

Computer Talks

New Computer Talks

New Computer Talks

New Computer Talks

New Computer Talks

GH Software Choice

Top Seller

It's fun & it really works

45 OFF TOTAL FOR 2 COURSES, £18 OFF FOR 3, £17 OFF FOR 4 (For All Amiga New! Not for A4000)

\*All appropriate LCL Courses are National Curriculum compatible & run on almost all Computers

\*£24.99 per course, Cheques or P.O. payable to "LCL"

NO NEED TO PRINT! We are always in stock

LCL (DEPT CD) THAMES HOUSE, 73 BLANDY ROAD, HENLEY-ON-THAMES, OXON RG9 1QB

**Phone 0491 579345 & it will be sent within 24 hours**

## isace Computers

When Ordering By Post Please Make Cheques, With Bankers Card Number Or Postal Order Payable To "Visage Computers"

### DEMOS

1. Complex - Real AGA\*
2. Really - Real Dope 2 AGA\* (2)
3. Sound Lines - Real Good
4. Movement - Mega Cinema AGA\* get it!
5. Runway - Taste The Difference AGA\* (2)
6. Flying - Come Home 885 intro
7. CPT - Born Born Born in a box AGA\* 2MB+
8. Alpha Brothers - Friday All Eight AGA\*
9. Andromeda Sequencer 1st at gathering 94
10. Talent - GED 2 AGA\* (2)
11. Mystic Vind AGA\*
12. Exile - Frosty Path
13. Sector 1 - Runway Brain
14. T&K - Rampage
15. Razor 1917 - My Share Ago
16. Spaceballs - Time Lines 27
17. Computer Organ AGA\*
18. Cryptobrothers - Crash test
19. New - SHD AGA\* (3)
20. Rage/Warrior - Overgrown AGA\* (2) PD/HD
21. LSD - Jesus On A AGA Fixed HD
22. Anyframe - A Frebble Time
23. Old Bulls/Trip Impulse 2 (2)
24. Lemonpop - Ripkitten AGA\* (2)
25. FAULTLIGHT Full Moon AGA (CU Rate 10%)
26. Axis - Big Time Sensuality
27. Scary - Real Again AGA\*
28. Lepien - Groovy
29. Kulture - Desert Dunes (2) Essential Demo.
30. Bad Psychological Death
31. Fortnight - 24
32. Scary - Angel Cook Demo
33. Investigation - Chapter AGA\* (3)
34. Lesson - How Final Chapter AGA\* (3) Cnt 18
35. Narcosis Beyond Belief AGA\*
36. Address - Empty head AGA\*
37. Arctic Smells Like Cheesecake No 5 AGA\*
38. Lynes Projects - Wind It Up
39. Stage - Normal Aspects
40. Jesus - Armageddon

\*Call For Latest Titles

### UTILITIES

1. D Copy 3.1 - Best File Copier Available
2. N Copy V3.0 - Excellent Copying Package
3. Engineer Pro - Ripper Dissassembler (Top Tool II)
4. Redlock 1.3 - Excellent For KS2 Users
5. Redlock 1.4 - AGA Items CPU Cache Off
6. P.C. Talk V2.05 - PC Emulator
7. Test Engine V4.1 - Real PD Word Processor
8. V Magic V2.08 - PD Morphing Package
9. North C - C Compiler (2)
10. C Manual - Complete Tutorial (12)
11. LSD - Shoggybug - Monitor Dissassembler
12. DMS Pro V2.0 - New Packs High Density Disks
13. Octomind V2.0 - Latest PD Release
14. A Book V4.03
15. Action Replay Pro - Fully Supports A4000,030,040
16. Scooby Doo V1.5 - Monitor Systems For HD
17. ERU - Hard Disk Expander, Works Invisibly
18. Procod V1.00 - Excellent PCB Designer
19. Checkfast - A-Z Of Games Cheats (2)
20. Trashin 1 - Excellent Assembler - d670
21. Big Arnie V3.5 - Lets You Play Hero Arnie From HD
22. Filemaster V2.2 - Really Good Directory Utility
23. LSD - Kar Di Spectrum - Emulating Games Collection
24. Super Duper - Multi Tasking Disk Copier (REG KS2+)
25. Virus Checker V3.34 - Latest Version
26. Diskab V1.21 - (REG KS2+)
27. ABB V3.5 - System Performance Evaluation Utility
28. Cyphreman V1.9 - Logical Version
29. Intel Ripper - Virusically Kill Known/Module/Formats
30. V2 EMULATOR - Emulates KS2 (ASX) only
31. Video Tutor - Good in Demo Center (14 for 2MB + HD)
32. Mangle V2.0 - Converts PC to Amiga Files
33. Managelord 2.4 - 2D OR 3D Fractal Generator
35. 600 Bytes - Letters
36. Magic - Work Bench
37. Next Generation - Workbench (2)
38. Amiga Game Referencer - Games Database

\*CALL FOR LATEST TITLES

### ART

1. NFA - Bodyshop 7 AGA\* (2 Disks)
2. Eric Shaw - Quality Time 5 MB 14
3. Eric Shaw - Mostly the music 2MB latest intro
4. 3 Wires To Step Smoking 1.5 MB REG
5. CYPICBURN - The music
6. Alan & Jerry from LCL
7. CALAUDA AGA\* - Screenshot CERT18
8. Eric - AGA\* Screenshot CAT
9. Camcra - World Of Magic AGA\* (4)
10. Succubus 2.1 1.5 MB

\*Call For Latest Titles

### MUSIC

1. SCOPEX - Melodious Tunes (3)
2. Pastic - The Experiment
3. ANATHEMA - Hilarious (Ambient Style)
4. ANATHEMA - N.Y.E. Series
5. CALAUDA - TRANSCENDENT WORLD (3)
6. ABSOLUTE Swedish Music Disk
7. IMPACT - Virtual Harmony
8. Stealix - Chippie Kings
9. Stealix - Freedom
10. M&S GEM - HARBORCRAFT 1 (REAL HARBORCRAFT)
11. INTENSE - Polytechnic
12. DIGITAL EXPLOSION (SUPERB MUSIC)
13. Spaceballs - Crazy Tunes 2 (3)
14. DEMENTAL UK - Gathering 18 HXOS 4.1
15. DUAL GEM - REMIXING SCENE ATTACK 2 (4)

\*Call For Latest Titles

### OTHER STUFF

Fred Fish - 1-1000

LSD Legal Tools 1-151

Assassins Games 1-180

LSD Grapevine Disk Magazine Issue 19(3)

### ACCESSORIES

Item	Price
Precision 3.5" 56/100 - 10	4.99
Precision 3.5" 56/100 - 30	22.50
Precision 3.5" 56/100 - 100	41.00
Amiga Disk	2.99
Amiga Disk	4.99
50 Capacity Storage Box	3.50
100 Capacity Storage Box	4.99
3.5" to 5.25" DE adapter	19.99
Roll Of Disk Labels 1000	7.99

P & P ON THE ABOVE ITEMS £1.50

\*Software & Hardware Also Available

Call For Latest Prices

### DISK PRICES AND POSTAL RATES

NO OF DISKS	PRICE PER DISK	P&P
1-10	£1	
11-25	95p	£1.25
26+	90p	£1.50

FOR THE BEST & VERY LATEST AMIGA PUBLIC DOMAIN CALL "VISAGE COMPUTERS" WE WILL NOT BE BEATEN ON PRICE & SERVICE. ALL OUR PUBLIC DOMAIN IS COPIED ON TO BRANDED DISKS WHICH ARE CERTIFIED 100% ERROR FREE! ORDERS TAKEN MONDAY-SATURDAY 9AM-5.30PM

KEY ( ) = NUMBER OF DISKS  
PLEASE NOTE THIS IS ONLY A SMALL SELECTION OF OUR PD LIBRARY. WE HAVE NOW PD ARRIVING EVERYDAY

**"CALL FOR LATEST TITLES"**

**0602 444 501**

**ORDER CHIPS BY POST**

**"VISAGE" CHIPS BY POST**

**18 STATION RD**

**BURTON**

**DE7 5LD**

### ACCESSORIES

Item	Price
Precision 3.5" 56/100 - 10	4.99
Precision 3.5" 56/100 - 30	22.50
Precision 3.5" 56/100 - 100	41.00
Amiga Disk	2.99
Amiga Disk	4.99
50 Capacity Storage Box	3.50
100 Capacity Storage Box	4.99
3.5" to 5.25" DE adapter	19.99
Roll Of Disk Labels 1000	7.99

P & P ON THE ABOVE ITEMS £1.50

\*Software & Hardware Also Available

Call For Latest Prices

### DISK PRICES AND POSTAL RATES

NO OF DISKS	PRICE PER DISK	P&P
1-10	£1	
11-25	95p	£1.25
26+	90p	£1.50

What can you do when your favourite graphics package won't load a JPEG file? **Pegger** comes to the rescue, as Tony Horgan finds out.

## WHAT ARE JPEGs?

Using the JPEG format is an incredibly effective way of compressing image files. JF files are generally about 80% of the size of the original raw data. That's a small saving compared to a JPEG file, which could be as 5% of the original image size, and would typically come in at about 10% of the original size. It sounds too good to be true – the only catch is a slight loss of definition.

JPEGing works by dividing the image up into rectangular blocks of colour, far larger than the tiny pixels that make up the original image. The original picture is scanned to find areas of very similar coloured pixels.

Where there is only a very slight change from one pixel's colour to the next, the whole lot are changed to a single colour. This block can now be defined with one piece of colour information, and the dimensions of the area.

Compare this to the original area, which would need separate colour information for each of the pixels.

The level of approximation is decided when you convert the file or save out your image. More smoothing and blocking of the colours will give you a smaller file, but the JPEGing effect will be more obvious. However, if it's used properly, there needn't be any visible loss of quality. The first of the images below is the original HAM-8 IFF image, which takes 200K of disk space.

Second is the same image with the JPEG quality setting at 80%, requiring 110K of disk space. Number three shows noticeable degradation with the JPEG quality setting at 2%, although the image only uses 11K of disk space.



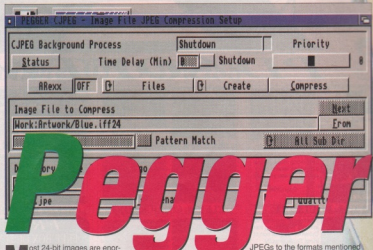
The original IFF image. File size 200K.



The same image JPEGed at 80% (requires 110K).



The same image JPEGed at 2% (requires 11K).



**P**egger Most 24-bit images are enormous. The size of a single hi-res 24-bit IFF picture can be as large as 2Mb or more, and that's with the inbuilt compression of the IFF format! For anyone creating broadcast-quality images or animations, this can be a nightmare. Fortunately, the JPEG image format can be used to drastically cut down on the disk space needed to store 24-bit pictures. However, most of the major Amiga graphics packages will only import IFF images. Pegger rectifies the situation, giving all your graphics programs the ability to load and save in JPEG format.

## JAKE THE PEG

Pegger is a suite of three simple modules: Snoop, CJPEG and DJPEG. These can be called up either from icons on the Workbench, or from the Tools menu. Snoop is the part that runs as a background task, automatically stepping in to handle JPEG files for your graphics programs. CJPEG is short for Compress JPEG, and DJPEG stands for Decompress JPEG. These two sections are used for converting files to and from the IFF format.

Probably the most useful for most will be the Snoop section. Once the main Pegger program is running, Snoop stays resident in the background until you close it down. The first time you run it, you'll need to define a directory from which you want to load JPEG files. This directory includes any sub-directories, so if you set up Snooping on your main Work partition, Pegger would check all calls to load image files from anywhere on the main partition. If the file selected is a JPEG, Snoop cuts in and decompresses the file, which would then be loaded into your graphics package. JPEGs can be decompressed into 24-bit IFFs, HAM-8 IFFs, FrameStore for the Toaster, DCTV 3 and 4, and DCTV Filter. It could hardly be easier.

The same procedure is used for saving, although you would probably want to limit Snoop's save directory to one devoted to JPEGs. With Snoop's saving turned on, it automatically saves out any IFF images as JPEGs, but as a JPEG is only an approximation of the source image, using this for all saving operations would lead to degradation of images while they were still in creation. By limiting this to a directory called JPEGS, for example, images would be saved as IFFs, or your normal format, unless saved into the JPEGS directory. The quality of the saved JPEGs is set in the Snoop setup window.

The DJPEG and CJPEG sections are very similar. These allow you to convert images from

JPEGs to the formats mentioned above, and vice versa. Files can be processed individually, or you can select a batch of files from the same directory. The converted files can replace the originals, or you can have a new set of files made up. A status window is included to keep you posted of what's going on.

## WITH THE EXTRA LEG

Anyone using 24-bit graphics on a regular basis would benefit from Pegger's automatic compression and decompression. Whereas AdPro and ImageFX are quite capable of loading, saving and converting JPEGs, it's Pegger's interaction with other graphics programs such as Deluxe Paint AGA that makes it such a useful utility. **CU**

## MERIDIAN £99

A500 ☒ A500+ ☒ A600 ☒ A1200 ☒  
A1500 ☒ A2000 ☒ A3000 ☒ A4000 ☒

Requirements: Kickstart 2 or higher, 2Mbs RAM, hard drive. 68030 recommended.

MERIDIAN DISTRIBUTION, EAST HOUSE, EAST ROAD INDUSTRIAL ESTATE, LONDON SW19 1AH.  
TEL: 081 543 3500

EASE OF USE ☒☒☒☒☒☒☒☒☒☒  
Very simple to use. Nothing much to do after initial setup.

VALUE FOR MONEY ☒☒☒☒☒☒☒☒☒☒  
As part of a professional 24-bit studio, not expensive, but not cheap either.

EFFECTIVENESS ☒☒☒☒☒☒☒☒☒☒  
It works, it talks, it converts JPEGs... well, it just converts JPEGs actually.

FLEXIBILITY ☒☒☒☒☒☒☒☒☒☒  
Directly compatible with all 24-bit IFF and HAM-8 IFF packages. DCTV and Toaster. JPEGs also add further cross-platform compatibility.

INNOVATION ☒☒☒☒☒☒☒☒☒☒  
JPEG compression is nothing new, but the automatic interaction with other software is very useful.

A very useful utility for any 24-bit artist.

**OVERALL 80%**



# Order hotline. 0793 490988



A huge collection of professional quality backgrounds for use in Scale. Includes Music effects, Water, Rocks & other miscellaneous patterns.  
Only £8.00

## SCA6-2. SCALA BACKDROPS



The complete system for cataloguing your Video, CD, Disk & Music collection. Three disks of databases to keep track of your entertainment media.  
Pack price only £5.00

## CTG5-3. CATALOGERS



A collection of over 150 top quality music samples for use within MusicK. Includes instruments, vocals, etc.  
Only £7.00

## MSX7-3. MUSIC X SAMPLES



A six disk set of miscellaneous graphical subjects, including cars, people, sport, animals, etc.  
A bargain at £10.00

## PSA10-6. PAGESTREAM ART



Includes three top Amiga Astronomy titles. Starview, Planetarium & Astronomy V2. A great Patrick Moore starter kit.  
Only £7.00

## AST7-3. ASTRONOMY



The perfect companion to your Workbench. Edit come in up to 8 colours. Also supplied are over 100 ready made professional 8 colour icons.  
Only £7.00

## IEK7-3. ICON EDITOR & ICONS



'Specialist' State of the Art is one of the most Spectacular & popular Amiga save demos around, now the second part is here, even better and even better, 2 great disks. Unrival!

## SBL4-2. SPACEBALLS 2



The largest collection of proper sound FX available on the Amiga. Subjects include: Animal FX, Human, Storms, Explosions, Cars, Planes, Houses etc.  
For top quality FX, Amiga!

## SFX25-15. SOUND FX



A set of educational games for children ages between 5 & 8. All easy to use & load. Maths & Spelling are covered.  
Only £9.00

## KIDS STUFF!



A collection of various hard drive tools for backing up, formatting, copying, repairing bad sectors etc. An essential purchase.  
Only £5.00

## HDT5-2. HARD DRIVE TOOLS

Create professional looking front ends to your disks that look as if a professional programmer made them. Put in your own logos, music & scroll messages etc.  
Pack price only £7.00

## DMO7-3. DEMO MAKERS



9 Tetris is your sort of game, then this compilation of seven Tetris variations should satisfy your appetite.  
Pack price only £9.00

## TET9-5. TETRIS MAYHEM



For Strategy fans, this pack contains both the original Star Trek theme - 'The Next Generation' theme, as well as some stunning pictures & animations.  
Only £10.00

## SRT10-6. STARTREK!!!



'What a great game!' That's what we have been told by everyone who has tried this great Breakout clone, and we have to agree. Version 3 now in...  
Only £9.00

## MGB3-1. MEGA BALL AGA



Galaxian is Back! This is the best version of this classic shoot 'em up available. It will work on any Amiga but is enhanced on the A1200/A4000.  
Only £9.00

## DGA3-1. DELUXE GALAXIA



Run all your 48k. Spooky software on the Amiga, very easy to use. Over 40 classic Spectrum games supplied. You can load from cassette via a standard sound.  
Other games available. Pack price only £10.00

## SPE5-3. SPECTRUM EM



A large collection of DIY hardware kits. Build your own Sampler, Memory expansion, Digitizer, etc. etc. Diagrams included.  
Only £9.00

## HWP3-1. HARDWARE PROJECTS



An impressive collection of image objects on a total of 10 disks. Subjects include: Cars, Aircraft, Star Trek, Star Wars, Animals & Dinosaurs.  
Pack price £15.00

## IOD15-10. IMAGINE OBJECTS



The Amiga 1200 hard disk installation software. Prep & format your new A1200 hard disk with ease. It will also install Workbench properly.  
Only £7.00

## AHD7-2. HARD DISK INST.



If you want to play golf but don't fancy the walk, then this is what you need. 18 hole golf on the Amiga. Easy to play.  
Only £4.00

## GLF4-2. 18TH HOLE GOLF

Mr Men Olympics up to 8 players can compete in a number of Olympic events. Includes: hurdles, 100 metres & weight lifting. Perfect for kids. Great graphics throughout.  
Only £4.00

## MMO4-2. MR MEN OLYMPICS



A collection of Amiga versions of the classic site: Boulderdash, now with updated graphics & sound. Very addictive games.  
Pack price £5.00

## BOI5-3. BOULDERDASH



A 6 disk compilation of every tool you could ever want. Includes: fonts, video backdrops, video filters, test cards etc. Don't miss it.  
Only £12.00

## AAC10-4. ARCADE CLASSICS



Rated as the Best low budget word processor available. It now includes a superb speech synthesizer. Version 4.1 is now in stock.  
Only £3.00

## TXE3-1. TEXT ENGINE



A huge selection of card games. Including the popular Solitaire, Poker, Craps and loads more files.  
Only £10.00

## CRD10-4. CARD GAMES



If you want 100% error free disks then a box of quality tested disks with labels is your best choice. So when ordering PP ask for a box of Ten.  
Only £4.95 a box

## BLK5-10. TEN BLANK DISKS



The most professional Word searcher & crossword solver available on the Amiga. It features a dictionary of over 50,000 words. You can even add your own if you wish. Pack price only £5.00.

## WFP5-2. WORD FINDER



Transform your Wordsearch 3.0 into a new more stylish 8 colour system. 1000 of new icons & backdrops. Each icon took the Author over 6 hours to produce.

## MWB3-1. MAGIC WB



If you've just got your A1200 then this package will get you going. Ten disks packed with AGA software, inc. games, graphics, utilities, tools, music etc.  
Pack price £15.00

## AGA15-10. A1200 PACK



That's right over 100 Amiga games including Pacman, Invaders, Snake, puzzle games, colonial games, shoot 'em up, platform games and more.  
Only £10.00

Over 130 Adobe type 1 fonts for use in Final Copy, Final Writer, and Pagestream. All very high quality. Don't miss this great collection.  
Pack price only £15.00

## GG10-4. 101 GREAT GAMES



Speed up the access of your disk drives with this memory resident disk accelerator, runs quietly in the background of your Workbench.

## ADF15-7. ADOBE FONTS



A 6 disk compilation of every tool you could ever want. Includes: fonts, video backdrops, video filters, test cards etc. Don't miss it.  
Only £12.00

## TDK4-2. TURBO DISK



Power Computing's Disk Expander, gives you up to 100% more space on your Hard Disk or in fact floppy disk. Very easy to use. Call for details. You require more info.  
Only £39.95

## VID12-6. VIDEO TITLING



Hundreds of general knowledge questions, like Sport, General, Entertainment, Politics etc.  
Only £5.00

## PDE4-1. DISK EXPANDER



Possibly the best graphics converters available. Convert between PCX, IFF, Degas and loads more. Convert from 16, 32 or 64 colours etc.  
Only £5.00

## QUZ5-2. QUIZ MASTER



Includes: DLD, PowerRank, Crunch music, Link, Linc & DMS to create a whole disk into one file. Everything you'll ever need to archive or de-archive any file anywhere.  
Only £5.00

## GC5-2. GRAPHICS CONVERTERS



The perfect partner for home or office. Includes a Word processor, Spreadsheet & Database. A powerful companion for all small businesses.  
Pack price £7.00

## CRM5-2. CRUNCH MANIA



A collection of easy to use tools for degrading your new A1200 so it will run most of the older Amiga games.  
Only £4.00

## IFC7-3. LITTLE OFFICE



A collection of easy to use tools for degrading your new A1200 so it will run most of the older Amiga games.  
Only £4.00

## DEG4-2. A1200 DEGRADERS



## EX-SOFTWARE 3.5" DS/DD DISKS

50	14.99
100	27.99
200	53.99
250	66.99
500	129.99

DISKS ARE OVER PRODUCTION RUNS FROM A SOFTWARE HOUSE. ALL DISKS ARE COMPLETELY GUARANTEED AND COME COMPLETE WITH LABELS.

## 3.5" SUPERIOR LOCKABLE DISK BOXES

100 Capacity box	3.99*
140 Capacity Box	5.99*
200 Capacity Drawer	9.99*

\* ONLY IF PURCHASED WITH DISKS

All products are subject to availability - All prices include VAT. Please Add £3.50 P+P for disks and boxes or £5.99 if goods required overnight E&OE



# SNAP COMPUTER

## SUPPLIES LTD

# HOTLINE

0703  
457111

## RIBBONS - POST FREE

	2 OFF PRICE EACH	4 off
Citizen 1200/1240 Swift 24	2.75	2.55
Citizen Swift 24 Colour	3.25	11.95*
Panasonic KXP 1080/1123/1124	4.95	3.05
Panasonic KXP 2123		4.75
Panasonic KXP 2123 Colour		10.95*
Star LC10/LC20	2.60	2.40
Star LC10-4 Colour	5.50	5.25
Star LC24-10 Colour	2.95	2.75
Star LC200		9.95*
Star LC200 Colour	3.00	2.80
Star LC24-200 Colour		9.95*
HP Deskjet 500 Double Refill		9.95*
Canon BJ10E Double Refill		9.95*

Minimum order - 2 ribbons except those marked with an asterisk\*

## ACCESSORIES - POST FREE

Quickshot Apache Joyetick	6.95
Quickshot Python IM Joyetick	8.95
Quickshot Maverick IM Joyetick	12.95
Quickshot Mouse	12.95
Mouse Mat	1.99
Roll 1000 3.5 Disk Labels	8.99
Amiga A500/A600/A1200 Cover	3.50
Philips monitor cover	3.99
Star/Citizen/Panasonic 80 col. Printer cover	3.99



# SNAP COMPUTER SUPPLIES LTD

FAX: 0703 457222

Unit 12, The Sidings, Hound Rd, Netley Abbey, Southampton SO31 5QA



# WIN! WIN! WIN!

Win a Super  
Nintendo +  
Game

0839 407085

Win a Sega  
Megadrive +  
Game

0839 407086

Win a Sega  
Mega CD +  
CD Game

0839 407087

Win an Amiga  
A1200 +  
Game

0839 407088

Win an Amiga  
CD-32 + CD  
Game

0839 407089

Calls cost 39p per min (Cheap) 49p (Other times). Max possible cost £3.68. Please be sure you have permission to make this call. Sega/Nintendo/Amiga are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners names please send SAE to JME 12a Manor Road, Yeovil, Somerset BA20 1UG. Competitions involve multiple choice answers and a tie breaker. Competition close 31.8.94

# BUILD MUSCLES FAST!



NEW! Fastest way to build muscles and strength without weights - EVER! Just 35 minutes daily in the privacy of your home will develop an amazing physique

MUSCLE DYNAMICS is a new body building system based on principles developed after years of exhaustive research. It is a total exercise programme involving the very latest scientific breakthroughs in the field of muscular development. It is the fastest, most effective way to build muscles in existence.

Noticeable results in 28 days guaranteed.

Send for FREE Information Pack.

MUSCLE DYNAMICS, P.O. BOX 70, DOUGLAS, IM99 1EH  
Tel: 0624 801023 (24 hrs)

MUSCLE DYNAMICS, P.O. BOX 70, DOUGLAS, IM99 1EH

Yes! I want to build muscles fast. Please rush me a FREE information pack!

Name  BLOCK

Address  CAPITALS

PLEASE

Postcode

(A stamp for reply appreciated)

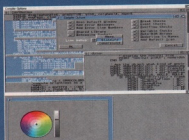
(CJA)

# BASIC Instant

...have you got it?

# HiSoft BASIC 2

at last!



HiSoft BASIC 2 shows off its AGA support

## The Compiler

HiSoft BASIC 2 is a compiler that feels like an interpreter when you use it from within the integrated environment. It takes source code either directly or via the *include* statement and produces fast, efficient 68000 code; it is also possible to pre-tokenise your source code to obtain maximum speed of compilation. The syntax is highly compatible with other implementations including Microsoft QuickBASIC™ (PC), AmigaBASIC etc. allowing modern, structured programming with a high degree of portability between different machines. The graphics commands built into HiSoft BASIC let you take advantage of the AGA chip set.

You can link with assembly language and SAS/Lattice C programs and compile to memory for testing or compile to disk to produce your final, standalone masterpiece.

## The Debugger

There are times when your program does not behave in the way that you planned. On these occasions, you can use TRON/TROFF statements to trace execution by line number, or you can invoke the HiSoft BASIC debugger.

This is a medium-code-level debugger, which displays the source code and object code of your program at the same time. You have access to all your BASIC sub-program and function names and you can step through the BASIC source code by line, setting breakpoints as appropriate.

## The Libraries

HiSoft BASIC 2 comes with libraries that let you access the features of all versions of the Amiga operating system from Workbench 1.3 up to Workbench 3.1. The standard Amiga names are used, as described in the ROM Kernel manuals, making it easy to translate examples from C. There are examples of using and displaying IFF files, Datatypes, Gadtools gadgets & menus, Tasks, Sound etc.

## The Package

HiSoft BASIC 2 is supplied with a comprehensive, 640-page manual which, in addition to user and reference sections, also contains an extensive tutorial on using the package.

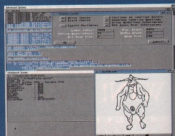
The system works on all Amiga computers with 1Mb or more of memory, at least one floppy drive, keyboard and mouse, in all 80 column screen resolutions. We recommend 2Mb of memory and a hard disk if you intend to work on larger programs or to take full advantage of the new operating system features.

Registered users of HiSoft BASIC version 1 can upgrade by telephone - please call for information

HiSoft BASIC 2 is a complete development system which is ideal for both the professional and the casual programmer.

Your programs can be written with the integrated, multi-window editor where there is a complete range of features that allow you to create, edit and run your BASIC programs without ever leaving the comfortable interactive environment: block marking with the mouse, cut, copy and paste, bookmarks for quick reference, fast, case-sensitive search and replace, flexible organisation of your text windows, compilation at the touch of a key and much more.

The editor takes full advantage of the new features of Workbench 2 and Workbench 3 and there is a version of the editor that emulates many of the advanced features of Workbench 2 under Workbench 1.3.



Even Animation Datatypes are easy!

## Credit/Debit Card Orders

0525 718181

Phone between 9am and 7pm Monday to Friday to place an order using your Mastercard, Access, Visa, Switch, Connect etc. card. We will quote you a firm delivery date on receipt of your order which will be no longer than 28 days and usually within 5 days. For goods in stock we can offer a next day delivery service for £5.

**HiSoft**  
High Quality Software

The Old School, Greenfield  
Bedford MK45 5DE UK  
Tel: +44 (0) 525 718181  
Fax: +44 (0) 525 718710

## Order Form

Please rush me HiSoft BASIC 2  
for my Amiga computer (with at least 1Mb memory)

- ☐ HiSoft BASIC 2 @ £79.95 + £2 p&p  
☐ Upgrade from HiSoft BASIC 1 @ £39.95 + £2 p&p

Signed: \_\_\_\_\_



Name: \_\_\_\_\_

Address: \_\_\_\_\_

Card No: \_\_\_\_\_

Expiry and Issue #: \_\_\_\_\_

## CD-ROM is big business. Tony Morgan takes a look at a new authoring system specifically designed for CD32 titles.

Developing CD-ROM titles can be a tricky business. For a start, you can't just write, and then re-write to a CD, like you can with a floppy disk. Instead, the data for the CD has to be passed on to a hard drive, and then copied onto a CD. If that wasn't enough hassle, there are further complications that arise from including audio tracks, Full Motion Video, CDXL clips, and all the other bits and pieces that a CD title needs to work smoothly. *Interplay* is a multimedia authoring system that's been designed specifically for CD32 development, and aims to make the whole process as painless as possible.

### SETTING IT UP

*Interplay* is similar in many ways to the multimedia packages *MediaPoint*, *Scala* and *Hyperbook*. It works on a system of pages. Each page can be

do is set up some buttons on the page. This is just a matter of dragging out a few boxes with the mouse to define the size and position of each button. Buttons can be blank, or contain an IFF image or text. IFF images are automatically scaled to fit the buttons, or the button can be snapped to the size of the image. You may have a number of images with different palettes displayed on the same screen. In this case, they are all re-mapped with a new 64 colour palette.

Once you've got some buttons, you can assign different functions to each. A button can have a whole sequence of events tagged onto it. An IFF sound effect can be used to acknowledge a press of the button, or you could play a *ProTracker* music module (there's no *OctaMED* support). You can add to this with some visu-

and getting them to run happily from a CD. Then again, you could use it without having to run any external programs, but you'd be limited to displaying animations and movies, and playing back sound files.

Unfortunately, its price is ludicrously high. Compared to the slick operation, features and general power of similar multimedia packages like *MediaPoint*, it looks a bit frail. *Interplay* is basically a collection of sound and graphics playback routines, with an automatic script-generator to tie it all together – hardly revolutionary. Considering the lack of immediacy and user-friendliness in the interface, the price is a bit much to swallow. There are no licence fees to be paid, you're free to use it



This is a simple example of how your *Interplay*-developed screens may look. The pictures are actually buttons which, when clicked on, will launch specified programs, animations or soundtracks.

interactive or non-interactive. In other words, a page can have buttons on it that jump to a new page, cue animations, music, sound effects, video clips, scripts or external programs, or it can be just a picture or text screen.

The process for setting up a page is quite simple. As *Interplay* is geared towards CD32 development, it only accepts input from the control pad. All functions in your productions have to be called from on-screen buttons, so the first thing to

### WHY NO MENUS?

*Interplay* is one of those programs that completely ignores the standard Workbench 3.0 system of windows, requesters, menus and gadgets. This would be reasonable if its alternative interface was an improvement, but it's not. Everything is controlled from a poky little panel of buttons and icons, with little logic in the layout. Some functions want a right mouse click, others want a left mouse click, and some of the buttons turn into little menus. It's all a bit disjointed and fiddly. Workbench 3.0 has a very nice operating system. Why complicate things with an inferior interface?



(Above) The fiddly little control panel, from which all of *Interplay*'s functions are controlled.

als. Select whether you want a still screen, an animation, a CDXL or FMV (MPEG) movie, and then pick the file you want from the file requester. Sound and animation can be played from RAM, or spooled directly from the disk. Alternatively, you can cue a standard CD audio track, run an external program from anywhere on the disk, or move to another page.

You can test your creation at any time. *Interplay* has a CD emulation mode, which lets you run through the production using the Amiga keyboard instead of the CD32 controller. Just about everything appears as if it would be running from a CD, apart from the faster access times of the hard drive. When you feel your masterpiece is ready for a preliminary CD pressing, you can use the ISO build feature to prepare the data for recording to a pre-production CD. Until you cut a CD, there's no way of being sure that your project will work properly. To minimise unnecessary expense and CD pressings, the manual includes a listing of all the system files and directories that will be needed for a CD32 disc, along with tips on production methods.

### VALUE FOR MONEY?

Although *Interplay* is far from stunning, it does have some handy CD-orientated features. It's not so much a tool for writing CD32 software, as a means of piecing together a series of programs,

in any projects without any further payment, but even that can't excuse it. With a new front-end, a big price cut, and some shiny new presentation touches on offer for your productions, it would make a far more attractive proposition.

### OPTONICA £995

A500 ☒ A500+ ☒ A600 ☒ A1200 ☒

A1500 ☒ A2000 ☒ A3000 ☒ A4000 ☒

OPTONICA, 1 THE TERRACE, HIGH STREET, LUTTERWORTH, LEICS, UK. LE17 4BA, TEL: 0455 558262

#### EASE OF USE

Simple enough once you know your way around, but hampered by an awkward customised interface.

#### VALUE FOR MONEY

An awful lot of money for a rather simplistic system.

#### EFFECTIVENESS

It's effective enough if your plans aren't too grand.

#### FLEXIBILITY

A graphic menu system for cueing your own programs and animations is just about all you end up with.

#### INNOVATION

The ISO preparation feature is good, and the FMV playback is essential. Other than that, there's nothing that hasn't been done before, and done better in many cases.

**"A competent, if simplistic authoring system, marred by a vastly-inflated price tag."**

**OVERALL**

**60%**

We will gladly take your orders between  
9-30am to 10-30pm 7 days a week

**0274 882 992**

or Fax 0274 818803

or Fax 0274 818803

## Amiga CD 32

7	ALGES OF JAMBULA	20
8	GATED CHINESE	21
9	ALFAN BREED Q'NAK	22
10	ARABIAN KNIGHTS	23
11	BEANS	24
12	BRUTAL FOOTBALL	25
13	CASTLE 2	26
14	CHAMBERS OF SHAOLIN	27
15	CHAOS ENGINE	28
16	CHUCK ROCK	29
17	0 GENERATION	30
18	DAUGHTER	31
19	DANGEROUS STREETS	32
20	DEEP CORE	33
21	DENNES	34
22	FIRE FORCE	35
23	HEAR WITH THE CLUES	36
24	JURASSIC PARK	37
25	LABRINTH OF TIME	38
26	LEGATION CAPTIVE 2	39
27	LOTUS TURBO TRILOGY	40
28	MEAN ARENAS	41
29	MICROCOSM	42
30	MORPH	43
31	NICK FALDO'S CHAMP GOLF	44
32	MANGL'S WORLD CHAMP	45
33	ON THE BALL	46
34	OVERKILL/LUNAR C	47
35	PRATES GOLF	48
36	PROJECT X/17 CHALLENGE	49
37	PINBALL FANTASIES	50
38	PUER CUP	51
39	SEEK AND DESTROY	52
40	SENSIBLE SOCCER 92/93	53
41	THE CARNAGE	54
42	TRIVIAL PURSUIT	55
43	ULTIMATE BODY BLOWS	56
44	URIDUM 2	57
45	WHALES VOYAGE	58
46	ZOO!	59

P.C., CD-Rom, Atari, Mac and other formats can be supplied for. Please ring




## Educational

ADJ ENGLISH 11-17YRS  
ADJ ENGLISH 12-13YRS  
ADJ ENGLISH 13-14YRS  
ADJ JUNKIE COUNTING 6-7YRS  
ADJ JUNKIE READING 4-5YRS  
ADJ JUNKIE READING 6-7YRS  
ADJ MATHS 11-13YRS  
ADJ MATHS 13-14YRS  
ADJ MATHS 13-14YRS  
FUNSCHOOL 4-6-7YRS  
FUNSCHOOL 4-6-7YRS  
FUNSCHOOL 4-7YRS  
MERLIN MATHS 7-11YRS  
NEEDS A BIG ADVENTURE  
PAINT AND CREATE UNDER 5YRS  
SPINNING FAIR 7-13YRS

### 3.5" Disks/Boxes

10 X DS DD + LABELS	.....	2
20 X DS DD + LABELS	.....	3
50 X DS DD + LABELS	.....	7
100 X DS DD + LABELS	.....	13
500 X DS DD + LABELS	.....	18
10 CAPACITY BOX	.....	
25 CAPACITY BOX	.....	
40 CAPACITY BOX	.....	
60 CAPACITY BOX	.....	

**"Mailorder Software and peripherals for the Home Computer User"**

Date:	I own an Amiga _____ and I wish to purchase:		Price		Postage & Packing £1.00 per item £1.50 First Class £3.00 EFG
Name:	1)				All prices subject to change without notice.  Goods despatched on cheque clearance and new titles sent same day of release. T & O N.B. Some titles may not be relevant at the time of going to press and all items listed are subject to availability.
Address:	2)				
	3)				
	4)				
	My VISA/ACCESS no. is _____		Postage/Packing		
Postcode:	My CREDIT CARD expiry date is ____/____/____		FULL TOTAL		
Tel:	Signature: _____			CU July 94	

***Your credit card will not be debited until your goods are despatched.***

# WE MUST BE MAD !!!

## AMAZING OFFERS ON 3.5" DSDD DISKS

25X3.5" DSDD 135tpi DISKS	£8.95
50X3.5" DSDD 135tpi DISKS	£16.45
100X3.5" DSDD 135tpi DISKS	£31.95
200X3.5" DSDD 135tpi DISKS	£59.95
300X3.5" DSDD 135tpi DISKS	£86.95

ALL DISKS INCLUDE VAT AND COME COMPLETE WITH LABELS  
CERTIFIED 100% ERROR FREE 2 FOR 1 GUARANTEE

## SPECIAL OFFER 200X 3.5" DSDD DISKS +2X 100 CAP. BOXES £67.95

## SPECIAL OFFER A1200 USERS ONLY

SYNDICATE	£12.95
CHAOS ENGINE	£12.95
NICK FALDO'S GOLF	£9.95
PINBALL FANTASIES	£9.95

## ONLY WHILE STOCKS LAST

## DISK STORAGE BOXES

OUR FLIP TOP STORAGE BOXES ARE OF A HIGH QUALITY  
ANTI-STATIC DESIGN AND COME COMPLETE WITH LOCK,  
TWO KEYS AND AMPLE DIVIDERS  
(EXCEPT THE 10 AND 20 CAPACITY BOXES WHICH ARE NOT LOCKABLE).

3.5" X 100 CAPACITY BOX	£4.75
3.5" X 50 CAPACITY BOX	£3.50
3.5" X 20 CAPACITY BOX	£2.50
3.5" X 10 CAPACITY BOX	£0.95

## BANX TYPE STORAGE BOX

THIS VERY POPULAR DRAWER STYLE BOX IS IDEAL FOR STACKING.  
BOXES CAN BE LINKED TOGETHER HORIZONTALLY AND VERTICALLY  
TO GIVE LARGE AMOUNTS OF STORAGE IN LIMITED SPACE.  
EACH BOX HOLDS 90 DISKS AND COMES WITH KEYS AND DIVIDERS

## ONLY £7.95 each.

## 200 CAPACITY DRAWER TYPE £12.95

## GENERAL ACCESSORIES

QUALITY MOUSE MAT	£2.50
MOUSE POCKET	£1.50
3.5" HEAD CLEANING DISK	£1.95
AMIGA EXTERNAL DISK DRIVE	£54.95
AMIGA REPLACEMENT MOUSE	£12.95
AMIGA A500 DUST COVER	£2.95
AMIGA A600 DUST COVER	£2.95
AMIGA A1200 DUST COVER	£2.95

## SPECIAL OFFER ACCESSORY PACK

MOUSE MAT, MOUSE POCKET,  
CLEANING DISK, DUST COVER  
(PLEASE STATE A500, A600 OR A1200) **£7.50**

## OTHER ACCESSORIES

AMIGA TO SCART CABLE	£12.95
JOYSTICK EXT. CABLE	£4.95
ROBOSHIFT MSE/JSTICK SWITCH	£12.95
AMIGA NULL MODEM CABLE	£9.95
MSE/JSTICK TWIN EXTENDERS	£5.95
AMIGA ANALOGUE J/STICK AD.	£5.95
A500 REPLACEMENT MODULATOR	£39.95
AMIGA STEREO SPEAKERS	£17.95
AMIGA PRO STEREO SPEAKERS	£54.95

## THIS MONTHS SPECIAL OFFERS

SKIDMARKS	£17.95
MONKEY ISLAND 2	£24.94
WORDWORTH V3	£59.95
ZOOL 2	£14.95
COMBAT AIR PATROL	£17.95
WIZ N LIZ	£14.95
MICRO MACHINES	£17.95
CANNON FODDER	£19.95

## ONLY WHILE STOCKS LAST - ONLY WHILE STOCKS LAST

VISIT OUR SHOP WHERE THESE AND MANY MORE  
PRODUCTS ARE ON DISPLAY ALL AT LOW PRICES



PLEASE ADD £3.50 FOR P&P  
(UK MAINLAND ONLY - OTHER DESTINATIONS WILL BE CHARGED AT COST)  
CHEQUES, P/O'S TO:-

**MICROMANIA** Dept AMP  
74 OLDBURY ROAD, ROWLEY REGIS,  
WARLEY, WEST MIDLANDS B65 0JS  
**TEL: 021 559 1002**

All offers subject to availability. All prices subject to change without notice. E & O.E.



# CD32 UPGRADE

If you're the proud owner of both a CD32 and an Amiga you've probably been pondering the question of how to connect the two together and use the CD-ROM drive for your Amiga? Maybe you've only got a CD32 and would like to use a keyboard with it? To find out how it could be done Andy Leaning took a look at a new gadget from Brian Fowler Computers.



easy to write and made the whole process so much easier. A missed opportunity if ever there was one.

Once you've got the two systems connected, and have the software up and running it's just a matter of copying files over. Unfortunately, there is no way of directly running software from the CD disc, or loading files into an application directly from a disc – thus losing much of the advantage of having a CD in the first place!

## CONCLUSION

If you've got a CD32 and a normal Amiga then you might consider this, but it's probably better to wait and compare it on price and capability grounds with the other CD32 to Amiga interfaces that have been promised shortly, you could save money if they deliver everything together.

If you've got an Amiga and are looking for a CD-ROM system, either wait for Commodore's official drive, or alternatively try one of the many third-party CD-ROM drives and interfaces that are available. This will be cheaper than buying a CD32 (£249), even though FMV will be lacking. In short, whilst the concept of connecting the CD32 to an Amiga is a very good one, this product is very over priced and not particularly well thought out. For this money you shouldn't have to mess around with Comms software, it should do it for you! **CU**

## BRIAN FOWLER COMPUTERS £61.89

### CD32 ADD-ON PORT

BRIAN FOWLER COMPUTERS, 11 NORTH STREET, EXETER, DEVON, EX4 3QS.  
TEL: 0392 499755

EASE OF USE	★★★★★★★★70%
<i>Not for inexperienced users.</i>	
VALUE FOR MONEY	★★★★★★★★60%
<i>Heading towards £50 for what amounts to a serial cable and PD software!!</i>	
EFFECTIVENESS	★★★★★★★★80%
<i>It's a bit cumbersome just to get files from the CD32 to the Amiga.</i>	
FLEXIBILITY	★★★★★★★★60%
<i>It can't run software from the CD.</i>	
INNOVATION	★★★★★★★★70%
<i>A serial cable and software???</i>	

**“A good, new idea, but over priced and difficult to use.”**

**OVERALL 60%**

The CD32 is the most advanced games console currently available, and the Amiga is the most advanced home computer available. So how come you can't use the CD-ROM drive inside the CD32 as a CD-ROM drive for the A1200? Well, maybe you can? Brian Fowler Computers have now released a new peripheral that allows you to do just that, and a little bit more as well.

Their new peripheral plugs into the CD32 aux port and allows you to plug in both a keyboard and connect the console to the A1200 via a serial link and then allows you to read files on a CD disc placed in the CD32 on your Amiga.

Connecting the two systems up is fairly simply. The lead is a Y lead, with one plug at one end, and two at the other. The single plug end goes into the aux port of the CD32, whilst a D plug on the other end connects to a null modem cable, which in turn goes into the Amiga serial port. The other plug (alongside the D type connector) is for a keyboard – see the box out on keyboards. This is all that is required from a hardware point of view and so is quick and easy.

Here it is – the upgrade cable.



and what they call an 'Amiga Transfer Disk', priced at a further £2.00. Which brings us to a total of £61.89 by my calculations!

Once you've got this lot you run the Comms software on the CD32 Ill disk (£19.95) and more software on the Amiga, which establishes a software link between the two systems, allowing you to copy programs and files from the CD32 disc to the Amiga.

As the software on the CD32 is normal Comms software it requires setting up, ie you have to select baud rates etc. The actual copying is done by typing in command lines in a shell – an example being 'copy -CD0:pic1:ff RAM:' and while this is documented in the manual, I feel that with the price of this upgrade it should not only have software included free, but also the software should be purposely written to arrange the connection for you and then give you a list of files on the CD disc in the CD32 (maybe via a standard requester), so that you can select which files and programs to transfer over.

Having to mess around with baud rates, and shell commands makes the whole process far more complex than it needs to be. A simple program to check for the CD32 and give you a Ques style source and destination list of files to copy would have been fairly

## WHAT ELSE?

Currently, there are no alternatives to this expansion. However, several peripheral developers are working on CD32 upgrades. Here are three that we know of.

1. Microtekies SK1. Available from Intel
2. Amitek CD32 Expansion. Available from Silica
3. Commodore.

Not really an expansion, but rather a simplified way of getting programs and files from the CD32 to the A1200. Similar to the CD32 Add On Port reviewed here.

These should all be out by the end of Summer. And of course we can't talk about CD32 upgrades without mentioning the FMV module. This is available now and lets you watch movies and pop videos with VHS quality pictures and CD quality sound on your CD32! An absolute must for all movie mad CD32 owners with around £200 to spare!



# PD SCENE

## RAM JAM

### AGA demo

Camcorder footage of someone walking up to a gate isn't the most exciting way to start a demo, but it gets much better from here on. Most of the effects are based around 3D pivot zooms of various kinds. There are a couple of good fish-eye lens effects, but best of all is a delicious routine that splurges out rotating patterns of colour from the centre of the screen. The final part is quite nice too, a sort of fiery landscape that slides and spins around beneath the credits.

Available from: Visage Computers, 18 Station Road, Ilkeston, Derbyshire, DE7 5LD.

Tel: 0602 444 501. Disk nos. 294a + 294b. Price: £3.00 including P+P.

**82%**


UNITED COLORS OF AMERICA



Sit back, relax and have a cup of warm milk as Tony Horgan takes you through this month's public domain demos and games.



## MINA OMISTAN

### AGA demo

This one's a bit different from the rest. It relies on stylised video loops for most of the visuals, which are strobed and faded together, and mixed up with lots of slogans. Instead of the usual cat-suited dancers, the video clips are taken from live rock performances, with other bits and pieces from various sources. The soundtrack is heavy on distortion, which is especially effective on the vocal. It's a shouty, raw, funky kind of industrial rock tune that makes a change from the usual faceless techno walnuts. It's a shame it's so short though.

Available from: Visage Computers, 18 Station Road, Ilkeston, Derbyshire, DE7 5LD. Tel: 0602 444 501. Disk no. 293. Price: £2.00 including P+P.

**89%**

## RAY WORLD

### AGA demo

A feast for 3D freaks, *Ray World* is a three-disk bonanza of animations and mini films and more animations. Pre-rendered animations rub shoulders with real-time generated vector sequences, and there are plenty of bolts to keep you entertained. Super-smooth AGA copper lists provide some nice colour backdrops to the vectors. Disk 3 is a bit of a waste of time though - all it contains is a picture and a little guitar tune.

Available from: Cynosotic PD, Office 01, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry CV5 7NB.

Tel: 0203 681687. Price: £4.00 Inc. P+P.

**85%**


## REAL

### AGA demo

If you like a bit of 3D with your spam and chips, this one should do nice things to your head. Most of the effects are based around things flying out of the screen. There are tunnels, fractals, vector cityscapes, texture-mapped vector spaceships, and more tunnels. In all, it's a bit of a top demo, even if it is a bit short.

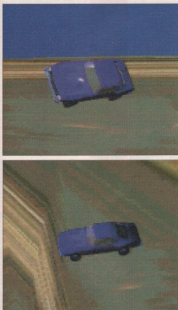
Available from: Visage Computers, 18 Station Road, Ilkeston, Derbyshire DE7 5LD. Tel: 0602 444 501. Disk no. 295. Price: £2.00 including P+P.

**80%**


## QED 2 AGA demo

For a two-diskier, this is very brief. It starts with a digitised sequence taken from *Fatal Reel* - the bit where Arnie gets strapped into a chair and has his head scrambled. Arnie's head is replaced with one of the demo clocks. A snippet from the classic State of the Art soundtrack plays in the background. Next is a screen full of dancers popping about in an MC Hammer style. Cool but. The saving grace is a Dr Who tune! (I'm easily pleased), which is followed by some irrelevant footage of a rally car, a rapidly transparent 3D vector and a little fractal landscape sequence. A bit of mixed grill really, but a good job the kitchiness is there in the shape of the tunnel sequence, which could have all ended up being a bit dry.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Wittenhall, West Midlands, WV12 5NH. Tel: 0922 404023. Price: £2.50 including P+P. **70%**



## CRASHING CAR Animation

Says it all doesn't it? It's a crashing car animation. It was rendered with *Magnum* in 4096 colour HAM mode on a quarter-screen window. Here's the plot: a car drives off the edge of a cliff... and that's it. If you're into ten-second films of cars driving off cliffs, then obviously this is the demo you've been waiting for.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Price: £2.50 inc P+P. **55%**

# DISK MAGAZINES

## PARANORMAL INVESTIGATIONS

### Issue 1

Is it me, or has it just turned a bit paranormal in here? I've been reading too much of this new diskmag, it's all about visitors from far away galaxies, mysterious sightings, and other unexplained spookiness. Issue one has plenty of articles on flying saucers, space and all that kind of stuff, with plenty of fuzzy digitised pictures of frisbees and dinner plates. The mag uses the Workbench HyperText system, so you'll need Workbench 3.0 to run it.

Available from: Immediate Arts, 26 Lyndhurst Gardens, Glasgow, G20 6QY. Tel: 041 946 5798. Price: £2.00 inc. P+P. **81%**



## CHANNEL Z

### Issue 5

Channel Z is written specifically for A1200 owners. It's a mix of text articles, utilities, artwork and demos. The articles include demo and game reviews, and a rather unhelpful Q+A section, which often concludes with answers like, 'I don't know... probably.' The utilities on this issue are: Virus Checker 6.34, Sysinfo 3.22, Kill AGA 2, Plasma Clouds (an AGA fractal/plasma generator) and A1200 Diagnostics. There are also couple of good pictures, a weird tune and a smooth little demo called *Pastia Rhei*. Compared to other diskmag, it's a bit low on editorial features, but the selection of utilities is good.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk nos. 3118a + 3118b. Price: £3.50 inc. P+P. **77%**

ISSUE 5

ISSUE 5

## MAG E

### Issue 2

This has to be the most awkward diskmag I've ever come across. To read the articles, you have to load in a *PowerPoker* patch from CLI, then load the text files into a word processor. Likewise, the graphics files have to be loaded into DPaint or viewed with a utility such as VILBM, and there's not even a player routine included for the music module. This is absurd, as the front end has been created with a utility called *Magnum*, which is a diskmag creation program! The general slant of the mag is science fiction, and in particular, Dr Who and Star Trek, so if that's your bag, and you don't mind messing about with word processors and CLI to read the features, it could be worth a shot.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Disk no 3067. Price: £2.00 including P+P. **50%**





[illegible][illegible][illegible][illegible]

400 megabytes of demos, samples, games, clipart,  
to play 19.95

[illegible]

**CLIFFE HOUSE,**  
STREET, KEIGHLEY,  
TEL: 0535  
FAX: 0535

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

## TOOBZ

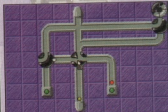
### Game

Look! This is actually a half-decent game, and it's PD! Yes, I know that sounds like a bit of a contradiction, but it's true. Toobz is a bit like Pipemania, but it's still quite an original game. The idea is to get coloured balls into holes of the same colour. The balls come out of a hatch at one end of the pipeline. As they pass through transformer boxes, they change colour — just in case it was getting too easy. At various points around the pipeline are intersections which you can control. Clicking the mouse turns them through 45 degrees, which allows you to guide the balls into the right holes.

It's not as boring as it sounds once you get the hang of it — in fact it's quite good fun for a while, and should please anyone who likes a mental challenge in a game.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Price: £2.50 including P+P.

80%



## SENTINAL

### Game

"Good game, good game," as Bruce Forsyth would say - and he'd be right! Sentinel is nothing to do with the old C64 strategy game. It's a platform shoot 'em up along the lines of Shadow of the Beast. For a licensware game, it's really quite good. The graphics are very smooth, and there's plenty of action to get your teeth into. Well worth a shot for skint zap-fans.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Disk no. CLG 56. Price: £3.50 including P+P.

82%



## ASSASSINS 159

### Game compilation

This must be the best Assassins compilation I've seen in ages. The three games included are Racing Maniacs, Smidge and Colour Change. Racing Maniacs is a lovely little 3D vector game. The idea is to crash into your opponent until his car is written off. Brilliant eh? It's very fast, running at 50 frames per second, so it's silky smooth. You can play against the computer, or in a split-screen duel with a friend. You'll need an A1200 to play it. Top stuff.

Possibly better still is Smidge, a cuddly platform game with the best graphics you'll see in a PD game. You get five levels from the full version, which has 60 levels and only costs a fiver. Featuring underwater levels, an extremely cute "rescue the penguins" level, parallax scrolling backgrounds and colourful cartoon sprites, this should be enough to persuade anyone to send off for the full game.

Also on the disk is Change Colours, the obligatory naff AMOS game, but don't let that put you off. Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Price: £2.50 including P+P.

89%

## TO BE IN

### Demo

Ravey demos weren't abundant this month. This is the only one that surfaced, and it's not exactly a stormer. There are basically three effects: a digitised dancer, those phasing circles like we had on last month's VideoTracker coverdisk, and some colour balls that flash around the screen. The soundtrack is spoiled by a noisy synth sound that drowns out all the other samples in the tune.

Available from: Freestyle PD, 106 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Tel: 0922 404023. Price: £1.50 including P+P.

69%



*All titles are compatible with  
all Amigas (unless stated).*

024 BASICCAL + sheet available per with tons of free  
lines eg print & with max 95583 cell available  
024 PARANET SETUP WB (disk)  
028 PARANET CABLE MAKER INSTRUCTION  
029 A-Z CHECK 500 different cable checks

546 RAID 4 more refined vertical shoot em up  
557 AMOS LOADING MONEY another very good fruit  
cave simulator with exceptional large reel  
559 SLAM BALL Manage your own futuristic team

Print order form with every order  
**ALL ORDERS SAME**

**We also stock :**

<b>FRED-FISH</b>	<b>1-890</b>
<b>T-BAGS</b>	<b>1-57</b>
<b>L.S.D. docS</b>	<b>1-46</b>
<b>SCOPES</b>	<b>1-220</b>
<b>ASSASSIN</b>	<b>1-150</b>
<b>GLAMOURS ETC.</b>	

*Please order a disk catalogue*

M195 POP!Y: meet the latest boy, very good  
M196 CD PLAYER: Simulate a CD player  
M198 4 AM TOO SEXY (2 disks): full song  
M194 JESUS CHITS (2 disks): super music disk  
M282 A-Z TUNES (4 disks): hundreds of C84 games

GO TO BE THE BEST MONKA PACK!  
YET INCLUDE MONKS, GAMESHOW  
ANIMATION, BEAUTIFUL MONKA  
THE SLENDERMAN JAPANESE LAN-  
GUAGE TUTOR. CANNOT BE MISSED!

9026 • Makina-Early Days 9071 • Tina Small (R)  
9028 • Kathy Lloyd

**SEND TO :** 

**132328** **SP FORM** available pack /  
Showing 3-5 large colour photo in  
etc. Suitable for D-Point etc.  
**0976447 (7) 9487** 5 pack available.

Please cut and re-  
for 1 free disk re-  
title on

0007 +SIGHTSPEED (A)	0013 +Cups (H)
0009 +Maria Whisker (A)	0045 +Cat Of Spots (A)
0014 +Gabrina Special (A)	0049 +Page 7-Cat (A)

9526 • J. Neurosci., July 26, 2006 • 26(30):9520–9526

COMPILATIONS	
<b>MUSIQUE WORLDS</b> Mpeg in Hindi, Persian, Urdu, Bangla, Vietnamese <b>\$29.99</b>	<b>AWARD WINNERS 3</b> Saville Sound Zaid & Nusrat <b>\$19.99</b>
<b>LOVER OF POWER</b> Slicker of Power Rain, Rain, Rain Rain, Rain, Rain <b>\$29.99</b>	<b>TEAM 17 VOL. 1</b> Lady Rains, Superboy Chiridine <b>\$19.99</b>
<b>DISC 2</b> Ditty Movie, Elephant Indian, Singly Mpeg, Sing in Transliteration <b>\$19.99</b>	<b>SPACE UNIONS</b> Wing Commander, El Mephisto <b>\$19.99</b>
<b>DISC 3</b> <b>DISC 4</b> <b>DISC 5</b> <b>DISC 6</b> <b>DISC 7</b> <b>DISC 8</b> <b>DISC 9</b> <b>DISC 10</b> <b>DISC 11</b> <b>DISC 12</b> <b>DISC 13</b> <b>DISC 14</b> <b>DISC 15</b> <b>DISC 16</b> <b>DISC 17</b> <b>DISC 18</b> <b>DISC 19</b> <b>DISC 20</b> <b>DISC 21</b> <b>DISC 22</b> <b>DISC 23</b> <b>DISC 24</b> <b>DISC 25</b> <b>DISC 26</b> <b>DISC 27</b> <b>DISC 28</b> <b>DISC 29</b> <b>DISC 30</b> <b>DISC 31</b> <b>DISC 32</b> <b>DISC 33</b> <b>DISC 34</b> <b>DISC 35</b> <b>DISC 36</b> <b>DISC 37</b> <b>DISC 38</b> <b>DISC 39</b> <b>DISC 40</b> <b>DISC 41</b> <b>DISC 42</b> <b>DISC 43</b> <b>DISC 44</b> <b>DISC 45</b> <b>DISC 46</b> <b>DISC 47</b> <b>DISC 48</b> <b>DISC 49</b> <b>DISC 50</b> <b>DISC 51</b> <b>DISC 52</b> <b>DISC 53</b> <b>DISC 54</b> <b>DISC 55</b> <b>DISC 56</b> <b>DISC 57</b> <b>DISC 58</b> <b>DISC 59</b> <b>DISC 60</b> <b>DISC 61</b> <b>DISC 62</b> <b>DISC 63</b> <b>DISC 64</b> <b>DISC 65</b> <b>DISC 66</b> <b>DISC 67</b> <b>DISC 68</b> <b>DISC 69</b> <b>DISC 70</b> <b>DISC 71</b> <b>DISC 72</b> <b>DISC 73</b> <b>DISC 74</b> <b>DISC 75</b> <b>DISC 76</b> <b>DISC 77</b> <b>DISC 78</b> <b>DISC 79</b> <b>DISC 80</b> <b>DISC 81</b> <b>DISC 82</b> <b>DISC 83</b> <b>DISC 84</b> <b>DISC 85</b> <b>DISC 86</b> <b>DISC 87</b> <b>DISC 88</b> <b>DISC 89</b> <b>DISC 90</b> <b>DISC 91</b> <b>DISC 92</b> <b>DISC 93</b> <b>DISC 94</b> <b>DISC 95</b> <b>DISC 96</b> <b>DISC 97</b> <b>DISC 98</b> <b>DISC 99</b> <b>DISC 100</b> <b>DISC 101</b> <b>DISC 102</b> <b>DISC 103</b> <b>DISC 104</b> <b>DISC 105</b> <b>DISC 106</b> <b>DISC 107</b> <b>DISC 108</b> <b>DISC 109</b> <b>DISC 110</b> <b>DISC 111</b> <b>DISC 112</b> <b>DISC 113</b> <b>DISC 114</b> <b>DISC 115</b> <b>DISC 116</b> <b>DISC 117</b> <b>DISC 118</b> <b>DISC 119</b> <b>DISC 120</b> <b>DISC 121</b> <b>DISC 122</b> <b>DISC 123</b> <b>DISC 124</b> <b>DISC 125</b> <b>DISC 126</b> <b>DISC 127</b> <b>DISC 128</b> <b>DISC 129</b> <b>DISC 130</b> <b>DISC 131</b> <b>DISC 132</b> <b>DISC 133</b> <b>DISC 134</b> <b>DISC 135</b> <b>DISC 136</b> <b>DISC 137</b> <b>DISC 138</b> <b>DISC 139</b> <b>DISC 140</b> <b>DISC 141</b> <b>DISC 142</b> <b>DISC 143</b> <b>DISC 144</b> <b>DISC 145</b> <b>DISC 146</b> <b>DISC 147</b> <b>DISC 148</b> <b>DISC 149</b> <b>DISC 150</b> <b>DISC 151</b> <b>DISC 152</b> <b>DISC 153</b> <b>DISC 154</b> <b>DISC 155</b> <b>DISC 156</b> <b>DISC 157</b> <b>DISC 158</b> <b>DISC 159</b> <b>DISC 160</b> <b>DISC 161</b> <b>DISC 162</b> <b>DISC 163</b> <b>DISC 164</b> <b>DISC 165</b> <b>DISC 166</b> <b>DISC 167</b> <b>DISC 168</b> <b>DISC 169</b> <b>DISC 170</b> <b>DISC 171</b> <b>DISC 172</b> <b>DISC 173</b> <b>DISC 174</b> <b>DISC 175</b> <b>DISC 176</b> <b>DISC 177</b> <b>DISC 178</b> <b>DISC 179</b> <b>DISC 180</b> <b>DISC 181</b> <b>DISC 182</b> <b>DISC 183</b> <b>DISC 184</b> <b>DISC 185</b> <b>DISC 186</b> <b>DISC 187</b> <b>DISC 188</b> <b>DISC 189</b> <b>DISC 190</b> <b>DISC 191</b> <b>DISC 192</b> <b>DISC 193</b> <b>DISC 194</b> <b>DISC 195</b> <b>DISC 196</b> <b>DISC 197</b> <b>DISC 198</b> <b>DISC 199</b> <b>DISC 200</b> <b>DISC 201</b> <b>DISC 202</b> <b>DISC 203</b> <b>DISC 204</b> <b>DISC 205</b> <b>DISC 206</b> <b>DISC 207</b> <b>DISC 208</b> <b>DISC 209</b> <b>DISC 210</b> <b>DISC 211</b> <b>DISC 212</b> <b>DISC 213</b> <b>DISC 214</b> <b>DISC 215</b> <b>DISC 216</b> <b>DISC 217</b> <b>DISC 218</b> <b>DISC 219</b> <b>DISC 220</b> <b>DISC 221</b> <b>DISC 222</b> <b>DISC 223</b> <b>DISC 224</b> <b>DISC 225</b> <b>DISC 226</b> <b>DISC 227</b> <b>DISC 228</b> <b>DISC 229</b> <b>DISC 230</b> <b>DISC 231</b> <b>DISC 232</b> <b>DISC 233</b> <b>DISC 234</b> <b>DISC 235</b> <b>DISC 236</b> <b>DISC 237</b> <b>DISC 238</b> <b>DISC 239</b> <b>DISC 240</b> <b>DISC 241</b> <b>DISC 242</b> <b>DISC 243</b> <b>DISC 244</b> <b>DISC 245</b> <b>DISC 246</b> <b>DISC 247</b> <b>DISC 248</b> <b>DISC 249</b> <b>DISC 250</b> <b>DISC 251</b> <b>DISC 252</b> <b>DISC 253</b> <b>DISC 254</b> <b>DISC 255</b> <b>DISC 256</b> <b>DISC 257</b> <b>DISC 258</b> <b>DISC 259</b> <b>DISC 260</b> <b>DISC 261</b> <b>DISC 262</b> <b>DISC 263</b> <b>DISC 264</b> <b>DISC 265</b> <b>DISC 266</b> <b>DISC 267</b> <b>DISC 268</b> <b>DISC 269</b> <b>DISC 270</b> <b>DISC 271</b> <b>DISC 272</b> <b>DISC 273</b> <b>DISC 274</b> <b>DISC 275</b> <b>DISC 2</b>	

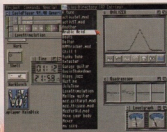
# PD UTILITIES

Turn your Amiga into a **throbbing hive of productivity** with a stack of **cheap and handy PD utilities**, as perused by **Tony Horgan**.

## EAGLE PLAYER 1.4

### module player

Even with the widespread use of the standard Protracker music module format, there are still numerous alternative trackers in use, most of which have their own way of storing and replaying music. Eagle Player attempts to play back any music module that you care to throw at it, and decorates your Workbench screen with a selection of equalisers and noise-o-meters. The two-disk set contains replay routines for 84 module types. That surely covers 99.9% of all Amiga music modules ever. If you've amassed a collection of modules on your hard drive, you can use Eagle Player as a kind of jukebox. Once you load a module, all the files from that directory are placed in a pull-down menu, to make loading subsequent tracks even easier.



Available from: **Roberts Smith ODP**, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 081 455 1626. Disk nos. MUS 091a, MUS 091b. Price: £2.30 including P&P.



## VIEWTEK 2.1

Viewtek is a very useful tool for anyone involved with graphics or animation. It's a picture and animation viewer that not only supports straight IFF images and anim 5 movies, but also replays anim 7 and 8 format movies, and can display JPEG and CompuServe GIF images too, along with Amiga 'info' icons. It can also be used with the following graphics boards: DCTV, EGS, Firecracker, IV-24, OpalVision, Retina and Picasso. A simple file requester is used to select the image or animation, which is then automatically displayed. The utility MakeAnim7 also included on the disk, which converts anim format animations into anim 7 format. Anim 7 animations can play back with higher frame rates (they look smoother), although they occupy more RAM space.

Available from: **Kew-It Software**, PO Box 1617, South Croydon, Surrey CR2 9YS. Tel: 01617. Disk no. V1145. Price: £1.50 incl. (minimum order 2 disks).



## ART SCHOOL

### kiddie paint

I could sit here all day playing with this, but I'd better not. Art School is a licencedware program like Deluxe Paint, but it's for kids who just want to make a colourful mess. There's a massive range of fun drawing tools, like the snaking stream of balls, the swirly line that swoops around the mouse pointer, the fractal tree generator, the 3D perspective floor, the gyrating line generator, the mandelbrot and Julia set features, and the pre-drawn background pictures. A good stock of mini-clipart is included, which you can pull off the icon strip and paste down onto the picture. You can even have music playing as you draw - 12 tunes are included on the disk, and you can play your own duties with the function keys. Get it for your kids, then kick them off the computer and play with it yourself.

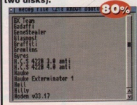
Available from: **F1 Licencedware**, 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 0392 493580. Price: £4.99 for the two disks. Cheques payable to 'S. Bye'.

## BOOT X 5.23B

### virus killer

Thankfully the epidemic of Amiga viruses has died down a bit recently, but if you use a lot of software from bulletin boards and PD libraries, you still can't be sure that a disk is safe without running it through a virus checker. Boot X is one of the most comprehensive checkers available - this program can recognise 218 strains of bootblock virus, and 92 types of file virus. So as not to cause undue alarm, there are 384 non-standard bootblocks that the program knows, and won't try to erase if it finds them. You can also add your own to the list. The program is simple to operate, and should trap just about any virus you might come across. It requires Kickstart 2.04 or higher.

Available from: **Kew-It Software**, PO Box 672, South Croydon, Surrey, CR2 9YS. Tel: 081 657 1617. Price: £1.50 including P&P (minimum order two disks).



**1600 OWNERS  
GET  
NUMPAD  
EM97 TO  
GET MORE  
PROGS  
WORKING**



**CENTRAL LICENTWARE**

**EST. 1991**



- [illegible]

- [illegible]

90	90101	AT 101 2 101
91	90102	AT 101 2 102
92	90103	AT 101 2 103

- PRO360 INSTALLER for software development
  - PRO360 MPE v1.6 (2 language comparison)
  - PRO360 MODULA-2 language
  - PRO360 GNU-C COMPILER (32 bit)
  - PRO360 PDB SHELL, Pascal Compiler
  - PRO360 C LANGUAGE, MINIMAL v2.0 (4 files)
  - PRO370 C++ BILATER Make, Libran, Test, Test C++
- ## UTILITIES
- MULTI4 INDEXTRACKER v2.0
  - MULTI3 SOUNDTRACKER v1.0

100

- MU01 SUPERBUDDY v1 Sound sampling
- MU02 SOUND JAMPA JAZZ
- MU03 MUSIC TO ELECTRONIC MUSIC (3 discs)
- MU04 TRAXXES 16 TRACKS 16 TRACKS (2 discs) Transm.
- MU05 POWERGENTS Sound based effect music
- MU06 BEATS (3 discs) Drum Samples
- MU07 VENTALS (5 discs) Super Samples
- MU08 DARKER & DARKER (3 discs) High End
- MU09 MUSIC SAMPLES Sound based effects
- MU10 MUSIC MODULES (3 discs) Large music
- MU11 PURE SAMPLES (3 discs)
- MU12 METAL MODULES (5 discs) Heavy metal
- MU13 CHIMPANZE SAMPLES (7) Jungle
- MU14 MUSIC FACTORY Sound effect
- MU15 DRUMTRACKER Sound effect
- MU16 POWER PLAYER v1.8 module player
- MU17-19 BREAKDANCE (3 discs)
- MU20 TYPING MACHINE v1.0 module player
- MU21 DETRACKED SD Disk + Gfx
- MU22 OCTETOFF v9 Octetated v3 Audio

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

- ## WORK
- ☐ **VIDEO VIDEO EDITORS KIT**
  - ☐ **VIDEO CAPTIONER** Superb video title
  - ☐ **VIDEO KHALIDJAH VIDEO ART 1**
  - ☐ **VIDEO KHALIDJAH VIDEO POINTS 1**
  - ☐ **VIDEO KHALIDJAH VIDEO POINTS 2**
  - ☐ **VIDEO TELESCROLL 1** Video title
  - ☐ **VIDEO TELETYPE 1** Super - not with video
  - ☐ **VIDEO DESKTOP VIDEO** Add scrolling title
- ## 200
- ☐ **ALPHA MAIN ACES** Windows, Mac, package
  - ☐ **ALPHA ACES** Windows, Mac, package

## AT 200

- **A010** **PIPER PULL** 1st Edition
  - **A015** **PIPER OF SAGE** 1st Edition
  - **A015** **BLACKBOARD** - Image Project
  - **A020** **WIS BACKGROUND**
  - **A024** **KILL AGM 40** Turn of AGA-chess
  - **A050** **KLOMME AGA** (3 disks)
  - **A050** **ROMBOLLA INVENTING 2** (2 disks)
  - **A057** **SCHESS** - AGA-NAK net 4.0
  - **A058** **AGS TEL786**
  - **A059** **STEIN PUCKER 2** 1st Edition
  - **A060** **WIGSTADT AGA** Real Flight
  - **A061** **WIGSTADT 3 AGA**
  - **A062** **WIS DATA/FMS** - COMMAND (2 disks)
  - **A064** **AGA DORTMUND CAMP** (1 disk)
  - **A064** **AGA ROM** - PLAYER - 700.0 (2 disks)
  - **A065** **AGA** - PUCKER COMMAND Manual
  - **A065** **AGA** - TEXT EDITOR Manual
  - **A067** **ALERT TIMER** System start timing
  - **A068** **VIEW VIEWER** with AGA support
- W072** Literature • dayto/day • daily practice • daily news
- More titles in other categories too*  
*on 41700 - Same way next 15000!*

<input type="checkbox"/> QJ043 ART 03 Self Monitor (3 Doses)	<input type="checkbox"/> QJ045 ART 04 Spas & transport	<input type="checkbox"/> QJ047 ART 06 Spas 3
<input type="checkbox"/> QJ043 ART 04 Spas & transport	<input type="checkbox"/> QJ043 ART 05 Self Monitor (3 Doses)	<input type="checkbox"/> QJ045 ART 07
<input type="checkbox"/> QJ043 ART 06 Spas 3	<input type="checkbox"/> QJ043 ART 07	<input type="checkbox"/> QJ045 ART 08
<input type="checkbox"/> QJ043 ART 08 Spas 3	<input type="checkbox"/> QJ043 ART 09	<input type="checkbox"/> QJ045 ART 09
<input type="checkbox"/> QJ043 ART 10 Self Monitor (3 Doses)	<input type="checkbox"/> QJ043 ART 11	<input type="checkbox"/> QJ045 ART 10
<input type="checkbox"/> QJ043 ART 11	<input type="checkbox"/> QJ043 ART 12	<input type="checkbox"/> QJ045 ART 11
<input type="checkbox"/> QJ043 ART 12	<input type="checkbox"/> QJ043 ART 13	<input type="checkbox"/> QJ045 ART 12
<input type="checkbox"/> QJ043 ART 13	<input type="checkbox"/> QJ043 ART 14	<input type="checkbox"/> QJ045 ART 13
<input type="checkbox"/> QJ043 ART 14	<input type="checkbox"/> QJ043 ART 15	<input type="checkbox"/> QJ045 ART 14
<input type="checkbox"/> QJ043 ART 15	<input type="checkbox"/> QJ043 ART 16	<input type="checkbox"/> QJ045 ART 15
<input type="checkbox"/> QJ043 ART 16	<input type="checkbox"/> QJ043 ART 17	<input type="checkbox"/> QJ045 ART 16
<input type="checkbox"/> QJ043 ART 17	<input type="checkbox"/> QJ043 ART 18	<input type="checkbox"/> QJ045 ART 17
<input type="checkbox"/> QJ043 ART 18	<input type="checkbox"/> QJ043 ART 19	<input type="checkbox"/> QJ045 ART 18
<input type="checkbox"/> QJ043 ART 19	<input type="checkbox"/> QJ043 ART 20	<input type="checkbox"/> QJ045 ART 19
<input type="checkbox"/> QJ043 ART 20	<input type="checkbox"/> QJ043 ART 21	<input type="checkbox"/> QJ045 ART 20
<input type="checkbox"/> QJ043 ART 21	<input type="checkbox"/> QJ043 ART 22	<input type="checkbox"/> QJ045 ART 21
<input type="checkbox"/> QJ043 ART 22	<input type="checkbox"/> QJ043 ART 23	<input type="checkbox"/> QJ045 ART 22
<input type="checkbox"/> QJ043 ART 23	<input type="checkbox"/> QJ043 ART 24	<input type="checkbox"/> QJ045 ART 23
<input type="checkbox"/> QJ043 ART 24	<input type="checkbox"/> QJ043 ART 25	<input type="checkbox"/> QJ045 ART 24
<input type="checkbox"/> QJ043 ART 25	<input type="checkbox"/> QJ043 ART 26	<input type="checkbox"/> QJ045 ART 25
<input type="checkbox"/> QJ043 ART 26	<input type="checkbox"/> QJ043 ART 27	<input type="checkbox"/> QJ045 ART 26
<input type="checkbox"/> QJ043 ART 27	<input type="checkbox"/> QJ043 ART 28	<input type="checkbox"/> QJ045 ART 27
<input type="checkbox"/> QJ043 ART 28	<input type="checkbox"/> QJ043 ART 29	<input type="checkbox"/> QJ045 ART 28
<input type="checkbox"/> QJ043 ART 29	<input type="checkbox"/> QJ043 ART 30	<input type="checkbox"/> QJ045 ART 29
<input type="checkbox"/> QJ043 ART 30	<input type="checkbox"/> QJ043 ART 31	<input type="checkbox"/> QJ045 ART 30
<input type="checkbox"/> QJ043 ART 31	<input type="checkbox"/> QJ043 ART 32	<input type="checkbox"/> QJ045 ART 31
<input type="checkbox"/> QJ043 ART 32	<input type="checkbox"/> QJ043 ART 33	<input type="checkbox"/> QJ045 ART 32
<input type="checkbox"/> QJ043 ART 33	<input type="checkbox"/> QJ043 ART 34	<input type="checkbox"/> QJ045 ART 33
<input type="checkbox"/> QJ043 ART 34	<input type="checkbox"/> QJ043 ART 35	<input type="checkbox"/> QJ045 ART 34
<input type="checkbox"/> QJ043 ART 35	<input type="checkbox"/> QJ043 ART 36	<input type="checkbox"/> QJ045 ART 35
<input type="checkbox"/> QJ043 ART 36	<input type="checkbox"/> QJ043 ART 37	<input type="checkbox"/> QJ045 ART 36
<input type="checkbox"/> QJ043 ART 37	<input type="checkbox"/> QJ043 ART 38	<input type="checkbox"/> QJ045 ART 37
<input type="checkbox"/> QJ043 ART 38	<input type="checkbox"/> QJ043 ART 39	<input type="checkbox"/> QJ045 ART 38
<input type="checkbox"/> QJ043 ART 39	<input type="checkbox"/> QJ043 ART 40	<input type="checkbox"/> QJ045 ART 39
<input type="checkbox"/> QJ043 ART 40	<input type="checkbox"/> QJ043 ART 41	<input type="checkbox"/> QJ045 ART 40
<input type="checkbox"/> QJ043 ART 41	<input type="checkbox"/> QJ043 ART 42	<input type="checkbox"/> QJ045 ART 41
<input type="checkbox"/> QJ043 ART 42	<input type="checkbox"/> QJ043 ART 43	<input type="checkbox"/> QJ045 ART 42
<input type="checkbox"/> QJ043 ART 43	<input type="checkbox"/> QJ043 ART 44	<input type="checkbox"/> QJ045 ART 43
<input type="checkbox"/> QJ043 ART 44	<input type="checkbox"/> QJ043 ART 45	<input type="checkbox"/> QJ045 ART 44
<input type="checkbox"/> QJ043 ART 45	<input type="checkbox"/> QJ043 ART 46	<input type="checkbox"/> QJ045 ART 45
<input type="checkbox"/> QJ043 ART 46	<input type="checkbox"/> QJ043 ART 47	<input type="checkbox"/> QJ045 ART 46
<input type="checkbox"/> QJ043 ART 47	<input type="checkbox"/> QJ043 ART 48	<input type="checkbox"/> QJ045 ART 47
<input type="checkbox"/> QJ043 ART 48	<input type="checkbox"/> QJ043 ART 49	<input type="checkbox"/> QJ045 ART 48
<input type="checkbox"/> QJ043 ART 49	<input type="checkbox"/> QJ043 ART 50	<input type="checkbox"/> QJ045 ART 49
<input type="checkbox"/> QJ043 ART 50	<input type="checkbox"/> QJ043 ART 51	<input type="checkbox"/> QJ045 ART 50
<input type="checkbox"/> QJ043 ART 51	<input type="checkbox"/> QJ043 ART 52	<input type="checkbox"/> QJ045 ART 51
<input type="checkbox"/> QJ043 ART 52	<input type="checkbox"/> QJ043 ART 53	<input type="checkbox"/> QJ045 ART 52
<input type="checkbox"/> QJ043 ART 53	<input type="checkbox"/> QJ043 ART 54	<input type="checkbox"/> QJ045 ART 53
<input type="checkbox"/> QJ043 ART 54	<input type="checkbox"/> QJ043 ART 55	<input type="checkbox"/> QJ045 ART 54
<input type="checkbox"/> QJ043 ART 55	<input type="checkbox"/> QJ043 ART 56	<input type="checkbox"/> QJ045 ART 55
<input type="checkbox"/> QJ043 ART 56	<input type="checkbox"/> QJ043 ART 57	<input type="checkbox"/> QJ045 ART 56
<input type="checkbox"/> QJ043 ART 57	<input type="checkbox"/> QJ043 ART 58	<input type="checkbox"/> QJ045 ART 57
<input type="checkbox"/> QJ043 ART 58	<input type="checkbox"/> QJ043 ART 59	<input type="checkbox"/> QJ045 ART 58
<input type="checkbox"/> QJ043 ART 59	<input type="checkbox"/> QJ043 ART 60	<input type="checkbox"/> QJ045 ART 59
<input type="checkbox"/> QJ043 ART 60	<input type="checkbox"/> QJ043 ART 61	<input type="checkbox"/> QJ045 ART 60
<input type="checkbox"/> QJ043 ART 61	<input type="checkbox"/> QJ043 ART 62	<input type="checkbox"/> QJ045 ART 61
<input type="checkbox"/> QJ043 ART 62	<input type="checkbox"/> QJ043 ART 63	<input type="checkbox"/> QJ045 ART 62
<input type="checkbox"/> QJ043 ART 63	<input type="checkbox"/> QJ043 ART 64	<input type="checkbox"/> QJ045 ART 63
<input type="checkbox"/> QJ043 ART 64	<input type="checkbox"/> QJ043 ART 65	<input type="checkbox"/> QJ045 ART 64
<input type="checkbox"/> QJ043 ART 65	<input type="checkbox"/> QJ043 ART 66	<input type="checkbox"/> QJ045 ART 65
<input type="checkbox"/> QJ043 ART 66		

© 1999

BOULDERD

- ☐ NO 80 - LITTLE SHOULDER
- ☐ NO 81 - BOLD CREEK GROVE - EDITION
- ☐ NO 82 - CANYON RUNNER

☐ Add 1 Taka, Padananga, Austria, Singapore and  
☐ Add 2 London, Italy, 2, Mexico, Colombia etc!

## ASSASSINS COMPILATION GAMES

## CLR LICENCEWARE

WITH APPROPRIATE NUMBER  
PRICES

**DISK PRICES:**  
1-2 Disks = £2.00 each, 3-15 Disks = £1.50 each  
16-24 Disks = £1.25 each, 25+ Disks = £1.00 each  
Overseas orders welcome payable in sterling please.

**POSTAGE & PACKING:**  
FREE on 60-day orders.

not per set

*Note:* Prices are per disk and not per set

1000: 13000 are per man and meter per

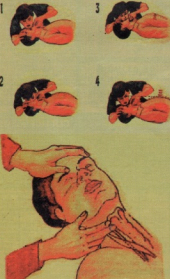
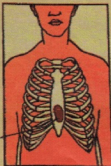
# FIRST AID ESSENTIALS

diskbook

Regular viewers of *Casualty* should know a few first aid basics, like the recovery position, how to take a pulse, and what to do with a skin burn, but there's more to first aid than just putting your hand under a cold tap. This is a 'book on a disk' type of presentation, created with *Helix*, which gives advice on all kinds of injuries and accidents. There's good advice on casualty diagnosis, resuscitation, broken bones, bleeding, burns, unconsciousness, circulation, poisons, foreign bodies and more. It's mostly text-based, although there are a few illustrations to help describe some of the positions and techniques. More pictures would help, but the information is simple and straight forward enough.

Available from: Gerard Fitzpatrick, 19 Glenhill Road, Finglas, Dublin 11, Ireland. Send 50p plus a blank disk, stating whether you have a 1.3 Amiga or higher.

81%



## MAPMAKER 2000

map designer

Points 8	Grid - 6 feet	Distance - 54.69
Elements 83	Feature - Plain line	Bearing - 63
Layer 1	Colour -	Grid ref - 85 32
File - MapMaker 2000 Demo:Examples/House_and_Garden.map		

Do you have trouble finding your way home from the pub on a Friday night? Maybe you should make yourself a little map of the local area, picking out key points of interest along the way, like the 24-hour garage and the kebab shop. With *Map Maker 2000*, all of this is possible - and more! This version is a save-disabled PD sampler of the full program, which is available from the author for £15.

It's all quite simple to use. Maps are constructed from lines and symbols taken from the pull-down menus. Most of the functions are controlled by the mouse, although there are quite a few irritating prompts to use the keyboard, when a mouse click would have done fine. Still, if you want to make maps on your Amiga this has got to be your best bet.

Available from: KEW-IT Software, PO Box 672, South Croydon, Surrey, CR2 9YS. Tel: 081 657 1617. Price: £1.50 including P+P (minimum order two disks).

81%

## RUNE CASTER 2.5

fortune telling

Marvelous innit? Where else would you get a full rune-casting system for a few quid, other than from the Amiga PD circuit? Delos Rune Caster and Translator Pro 2.5 (or DRAT for short) is here to uncover the secrets of your future, throw some light on your life to come, and guide you through tough impending decisions - either that, or it'll just spout some rubbish that's so vague it could mean absolutely anything.

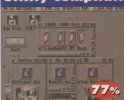
Anyway, it's not the subject of fortune telling that's at trial here, it's the program. Assuming that your life will be enriched by such pearls of wisdom as, "Try to understand the hidden nature of things" and "Endeavour to see deeper than just the surface of things", then DRAT will offer you a pleasant environment in which to cast your wild runes. Recommended to all runies.

Available from: NBS, 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. Tel: 0983 529594. Disk no. CLE 50. Price: £4.50 including P+P. Minimum of 1Mb Chip RAM and 0.5Mb Chip or Fast RAM.



## VARIOUS TOOLS

utility compilation



Four simple utilities fill this disk. First up is *Def Iconer*, a program that adds itself to your Workbench Tools menu.

77%

and creates default icons for disks and files on request, and as such requires Workbench 2.04 or higher. Then there's *NewExt*, a tool that replaces filename extensions with new ones. For example, you might need to change a word directory of files with a .IFF extension to .ILBM extensions. Doing this by hand would be laborious, but *NewExt* lets you do the job with one entry in the CLI or SHELL. It also needs Workbench 2.04 or higher. Startup Menu is the third utility, which presents the user with a list of available startup-sequences to run. This could be handy if you had a program that needed most of your RAM, but your normal hard drive boot sequence meant that there wasn't enough free. You could have an alternative startup sequence that jumped straight into Workbench, saving stacks of memory. You could call this sequence from the menu when you reset the computer. Finally, there's a program called *Bush*, which is apparently based on the PC program Tree. Unfortunately the documentation gives no clues as to what it does.

Available from: Lee Kindness, 8 Craigmarn Road, Old Portlithen Village, Aberdeen, AB1 4QR, Scotland. Price: Send a blank disk and a stamped addressed envelope.

# AMIGA REPAIRS

## FIXED CHARGE ONLY £42.99 Incl.

FIXED CHARGE INCLUDES PARTS, LABOUR, DELIVERY, VAT  
90 DAY WARRANTY ON ALL REPAIRS  
24 HOUR TURN-AROUND ON 95% OF REPAIRS  
ALL UPDATES PURCHASED FROM US FITTED FREE WITH REPAIR  
INCLUDES REPAIRS TO DRIVE & KEYBOARDS, A£10.00  
IF NEEDED REPLACING, FULL DIAGNOSTIC TEST AND SERVICE

Est.  
12 Years

### In Stock SPECIAL OFFERS New Low Price

<b>A500 INTERNAL DRIVE</b> £38.99 Simple to fit, fully documented	<b>A500 MODULATOR</b> £18.80 Exchange repair
<b>A600/A1200 INTERNAL DRIVE</b> £41.90 Simple to fit, fully documented	<b>A500 KEYBOARDS</b> £44.10 Factory new, Genuine part
<b>KICKSTART 1.3 ROM</b> £25.00 For software compatibility	<b>FATTER AGNUS 8372A</b> £36.50 1 Meg chipram compatible
<b>KICKSTART 2.05 ROM</b> £29.90 Upgrade to A500+ ROM	<b>CIA IC</b> £9.20 Printer, Serial, Drive ports
<b>SUPER DENISE</b> £28.70 Excellent value	<b>GARY IC</b> £11.50
<b>68000 CPU</b> £15.00	<b>PAULA IC</b> £19.95
	<b>A500 PSU</b> £25.00

**ATTENTION ALL DEALERS**  
Our company now offer the most competitive dealer repair service.  
Full credit facilities available  
Send for our Free information pack today...

We reserve the right to refuse repair for whatever reasons

Prices only valid with this coupon

Service HOTLINE (0533) 470059

DART Computer Services

105 London Road

LEICESTER LE2 0PF

Computer Services

## LOWEST PRICED TOP QUALITY RIBBONS, INKJETS, TONERS & DISKS

### Printer Ribbons

BLACK	10ft	2ft	10ft	2ft	10ft	2ft	10ft	2ft	10ft	2ft
Amstrad TRIP 200/3000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 4000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 6000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 8000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 1000/1200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 1400/1600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 1800/2000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 2200/2400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 2600/2800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 3000/3200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 3400/3600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 3800/4000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 4200/4400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 4600/4800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 5000/5200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 5400/5600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 5800/6000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 6200/6400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 6600/6800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 7000/7200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 7400/7600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 7800/8000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 8200/8400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 8600/8800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 9000/9200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 9400/9600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 9800/10000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 10200/10400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 10600/10800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 11000/11200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 11400/11600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 11800/12000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 12200/12400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 12600/12800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 13000/13200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 13400/13600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 13800/14000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 14200/14400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 14600/14800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 15000/15200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 15400/15600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 15800/16000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 16200/16400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 16600/16800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 17000/17200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 17400/17600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 17800/18000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 18200/18400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 18600/18800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 19000/19200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 19400/19600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 19800/20000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 20200/20400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 20600/20800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 21000/21200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 21400/21600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 21800/22000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 22200/22400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 22600/22800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 23000/23200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 23400/23600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 23800/24000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 24200/24400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 24600/24800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 25000/25200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 25400/25600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 25800/26000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 26200/26400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 26600/26800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 27000/27200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 27400/27600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 27800/28000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 28200/28400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 28600/28800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 29000/29200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 29400/29600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 29800/30000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 30200/30400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 30600/30800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 31000/31200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 31400/31600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 31800/32000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 32200/32400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 32600/32800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 33000/33200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 33400/33600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 33800/34000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 34200/34400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 34600/34800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 35000/35200	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 35400/35600	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 35800/36000	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 36200/36400	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 36600/36800	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50	3.60	2.50
Amstrad TRIP 37000/37200	3.60	2.50	3.6							





# ART GALLERY

'Mona' Lisa Collins takes you through yet another month's selection of artistic creativity and talent.



Nick Penn from Northants created this drawing on his A500 using DPaint3.

## OVERFIEND

Miss Jo Robins from West Sussex sent in this piece of artwork, based on the cover of a Manga video - *Urotsukidōji - Legend of the Overfiend*, which she created in DPaint IV AGA in high resolution.



## QUEENIE



Oh dear what do we have here. Tom Clementon from South Yorkshire has treated HRH to a rather bizarre face lift. I wonder if "we" would be amused.

1. First, the image of the queen based on the spitting puppet was

created using DPaint III.

2. The background was then changed to blue, and the black lines are replaced by white ones. A bit of colour is added, some lip shading and some sketchy lines on the face.

3. Some more white and bits of grey added to the hair, some darker skin tone on the nose and the cheeks are given a rosy hue.

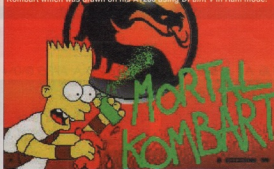
4. Next, switch over to the 64 palette and change the background to white. Red blotches on cheeks are gotten rid of and a bit of smoothing and smudging is added to the hair.

5. Then the complexion is changed to a paler skin colour, the crown is sparkled up adding a gem or two and the hair is smoothed out a bit.

6. Next the lines, eyes and nose are smoothed out, the velvet is touched up on the crown and the cross is also improved.

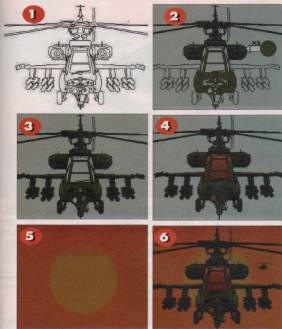
## MORTAL KOMBRAT

Alan Dickson, whereabouts unknown, sent in this picture of Mortal Kombart which was drawn on his A1200 using DPaint V in Ham mode.



## APACHE

Andy Cross from Hull sent in his Gunship-2000-inspired 64A Apache which he created using DPaint IV.



1. Outline of a helicopter was drawn using the straight line function.

2. Next, a chequered dithering method was done by hand for a fine gradient shading effect.

3. More shading. The light source is behind the helicopter, so only one side needs to be done. This side is picked up as a brush, flipped along the x-axis and pasted down.

4. The shading in the windows is added, along with reflections from

the rotor blades and the pilot's head etc. The helicopter is now complete.

5. The sunset background is drawn, keeping it as simple as possible to highlight the helicopter.

6. The helicopter is then pasted over the background. Another Apache is then added to create more depth and atmosphere. Finally, chequered dithering in green is added around the motor blades to give them a sense of movement.

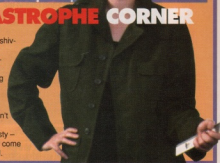
## CORNFIELD CHAOS

Peter Baird, London, sent in this intriguing picture of birds swooping over a cornfield.



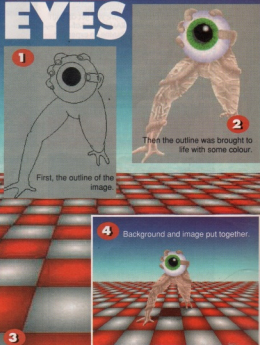
## CATASTROPHE CORNER

This pic send shivers down my spine. It's supposed to be birds swooping over a cornfield. Where the snow comes in, I don't know. Those claws look nasty – but they could come in handy mind.



## BAD EYES

Robert Bergström from Norsborg, Sweden sent in this picture of Bad Eyes.



To make the 3D chequered board, a grey and red grid was made. Using circle-fill, the grey and red grids were filled in. Next a brush was picked up, the angle was checked and DPaint drew the rest on the screen.

# CU AMIGA SPECIAL

Welcome to our new look readers' offers. This month sees the launch of our new upgrades for the Amiga A1200.

Unlike some A1200 upgrades, ours are fully PCMCIA compatible. Designed and built in the UK exclusively for CU Amiga - never has it been so affordable to upgrade an A1200 with more memory on a board also capable of adding a 68889 floating point maths co-processor at speeds of up to 50MHz.

**How can we be so cheap?** Well, thanks to the huge success of our campaign to upgrade all Amigas to a minimum of 1Mb, we have exceptional buying power. Also, because so many of our readers buy upgrades we can use the very latest manufacturing technology to produce our upgrades - and hence give you exceptional value.

**So why upgrade your memory?** Probably because a memory upgrade is the most versatile enhancement you can make to your Amiga. Apart from the fact that you need it to run the more powerful Amiga software there are many extra benefits too. You can use some of it as a RAM disk, just like a super-fast extra floppy drive. This means you can avoid the cost of a second floppy drive or hard disk. Some software that claims to need a hard disk will run on your Amiga from a RAM disk. A print spooler can save you time waiting for your printer to finish printing before you get on with your work, use your new RAM instead of upgrading your printer or buying an expensive buffer.

For reasons best known to themselves, Commodore 'forgot' a realtime clock for the A1200. Well, we've put it back with our new UK made A1200 clock for just £12.99. Getting more from your Amiga means at least 1Mb, getting the best means adding as much RAM as you can in the essential Amiga upgrade!

## MOUSE



ONLY **£9.99**

### A superb replacement Amiga mouse.

The CU Amiga mouse is a major enhancement because it uses micro switches for the buttons. Our mouse also has a much higher resolution - 280 dots per inch which means you need much less desk space and you get a much finer control.

## MEMORY

### AMIGA A500



UPGRADE TO 1MB

ONLY **£14.50**

UPGRADE WITH CLOCK

ONLY **£17.99**

### AMIGA A500+



UPGRADE TO 1.5 MB

ONLY **£15.99**

UPGRADE TO 2 MB

ONLY **£22.99**

## SCANNER TRAY

Do you own a hand scanner?



Are you fed up with poor quality scanning?

### Our brand new Scanner Tray will improve your results no end.

Simply place over the image and clip the scanner into it and it will act as a guide eliminating those hand wobbling. This amazing invention is not available anywhere else. Plus, it will help eradicate all that wasted time correcting mistakes in scanned text with our **OCR software**. It's a pain scanning pages of text only to find that they're littered with spelling mistakes. This software package will cut down on those errors before this even happens.

### 12 GOOD REASONS TO BUY FROM CU AMIGA

All the products offered by CU AMIGA have been carefully selected as being the best in their class. But top quality does not mean top price. Thanks to our huge buying power, we can deliver to our readers the best products at the best prices.

- ✓ All memory boards are populated with memory.
- ✓ All memory boards are individually tested.
- ✓ Support from a top engineer is just a phone call away.
- ✓ Prices include VAT, Postage and Packing, the

- price you see is the price you pay.
- ✓ No minimum order and no credit card surcharges.
- ✓ Memory upgrades carry an exceptional five-year warranty.
- ✓ 28 day no-quibble money back guarantee.
- ✓ We are here until 8pm every day during the week.
- ✓ 24 hour order hotline.
- ✓ Because we only sell a few items, your order will normally be supplied straight from our own stocks.
- ✓ Your credit or debit card will not be processed if the item you order is not in stock.
- ✓ Experienced sales staff are on hand for when you order or if you need advice before placing an order.

## OFFERS

## UPGRADES

## AMIGA A600

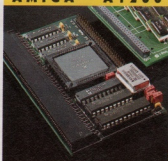


UPGRADE TO 2 MB

UPGRADE TO 2 MB

**£24.99****£39.99**

## AMIGA A1200



## A1200 CLOCK



UPGRADE TO 4 MB

CLOCK MODULE

**£149.00****£12.99**

## FREE DISK

Each Memory upgrade comes with a FREE DISK including **Memory Test Software**, making sure that

you make the very best of your new Amiga memory upgrade.

**NO PRICE CHANGES DUE TO CURRENT MEMORY SHORTAGE. THESE ARE TODAY'S PRICES - WHAT YOU SEE IS WHAT YOU PAY!**

Thanks to the massive buying power of **CU AMIGA** we can offer our readers the cheapest high quality Amiga memory upgrades and other essential add-ons for your Amiga!

## ORDER HOTLINE

**0480 891171**

Lines are manned from **Monday to Friday 10am to 8pm** and on **Saturday 10am to 4pm**.

If you call outside these hours you can place an order by answer phone - just give the information on the order form in the order it appears. You might find it easier to complete the order form before calling so that you can read directly from it.

Please allow 28 days for delivery from when we receive your order. For non receipt of goods phone 0480 891171 Monday to Friday between 10am and 6pm.

DON'T FORGET...  
**FREE DELIVERY!**

**GoDirect**

**CU AMIGA - GO DIRECT**  
7 VINEGAR HILL, ALCONBURY WESTON,  
HUNTINGDON, CAMBS PE17 5JA

**CU AMIGA - THE SAFER WAY TO BUY FOR YOUR AMIGA!**  
Offer administered solely through GO DIRECT. Enquiries should be directed to the above address, tel: 0480 891 171, not CU AMIGA's office.

## PRIORITY ORDER FORM

Order by telephone by calling **0480 891171 Mon to Fri 10am to 8pm / Sat 10am to 4pm**. There's an answering machine to take your orders at all other times. If you place your order on the machine, leave the exact details in the order they appear on this form.

## 1. ORDER ITEMS (✓)

- ☐ A500 upgrade to 1Mb .....£14.50
- ☐ A500 upgrade to 1Mb  
including clock .....£17.99
- ☐ A500+ upgrade to 1.5Mb .....£15.99
- ☐ A500+ upgrade to 2Mb .....£22.99
- ☐ A600 upgrade to 2Mb .....£24.99
- ☐ A600 upgrade to 2Mb  
including clock .....£34.99
- ☐ A1200 upgrade to 4Mb .....£149.00
- ☐ A1200 upgrade to 4Mb  
with 25 MHz 68882 .....£179.00
- ☐ Clock Module .....£12.99
- ☐ Scanner Tray .....£54.99
- ☐ OCR Software .....£99.00

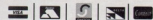
## 2. CUSTOMER DETAILS

Name \_\_\_\_\_  
(This should be the name written on the Cheque or Credit Card if payment by this method.)

Telephone No: ( ) \_\_\_\_\_

## 3. PAYMENT DETAILS (✓)

Credit Card



(✓) ☐ ☐ ☐ ☐ ☐

Card Number

\_\_\_\_\_

Switch Issue No

To expiry

Cheque (✓) ☐ Postal Order (✓) ☐

Note: Cheques payable to **GO DIRECT LTD.**

Signature \_\_\_\_\_

## 4. DELIVERY DETAILS

Delivery Address \_\_\_\_\_

Postcode \_\_\_\_\_



# AMIGA Workshop



## ISSUE 19 JULY

"Okay class, today we're going to make a perspex pencil holder. Wiggins! Stop that right now! If you can't use a screwdriver for its proper purpose, you'll have to leave this class straightaway... Jones, introduce this month's Workshop section to the nice readers."

"Yes Sir. Well, it says here that this is where you can find out all about your Amiga, with various experts on hand to guide you through the digital jungle - whatever that's supposed to mean. Oh, hang on, there's a list here... it says, *OctaMED* 4 tutorial part two, Comms (I think that's modems and stuff), *VideoTracker* tutorial, Q+A Special, *Deluxe Paint* and *Brilliance* animation, *Blitz Basic*, Q+A, Sound Lab, Backchat, Next Month and Points of View. Can I go now Sir?"

### Regulars

#### 166 QUESTIONS AND ANSWERS

Is your techie problem answered in this month's round of Who's Disk Drive is It Anyway? Your hosts as usual, are Andy Leaning (the one in the striped shirt), and John Kennedy (the one not in a striped shirt).

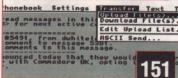
#### 174 BACKCHAT

You wouldn't BELIEVE the variety of letters we get here at CU AMIGA. As always, Tony Dillon is on hand to offer his own utterly unique brand of advice to readers from all over the world. In Kingston too.

#### 178 POINTS OF VIEW

"Games ain't like wit they used to be, go?" says Tony Dillon in an attack on the alleged shallow gameplay beneath the gloss of today's releases. Well, you have to admit - he is getting on a bit...

#### WIRED WORLD



151

Who's that coming down the digital highway? Blimey, it's John "I don't have a middle name" Kennedy in his shiny global juggernaut. Yes, he's been surfing those digital waves, popping in to the odd bulletin board service station, and then zooming off again down the phone line sliproad. He's been using his modem a bit too.

#### Q+A MASTERCLASS



156

John Kennedy is so caring and considerate, he wants you to save time on your Amiga so you can do nice thoughtful things like making a cup of tea for your mum. So he's whipped up a few time-saving devices and had a look at requesters in this month's Q&A masterclass.

#### BLITZ BASIC



164

There's no need to stress yourself out trying to learn complicated languages like Assembler and C if you want to program your own game - Blitz Basic is more than up to the job. Daniel O'Connor is on hand to turn your dream games into reality.

#### OCTAMED 4 PART 2



148

Hip, hip, hooray get out the party poppers, streamers and funny hats it's MIDI time! The man they call "Darren Irvine", gives you all you need to know to get OctaMED pumping out multi-track MIDI choirs. Freedom from 4-channel samples at last!

#### VIDEOTRACKER



154

You were stunned last month by our 100% fully functional VideoTracker coverdisk. If you weren't you should have been. This month, we dish out some very hot tips on how to get the most from this wonderfully powerful program, without using heaps of valuable memory. You won't believe your eyes!

#### PETER LEE'S ANIMATION MASTERCLASS



158

Sinking a bucket into his bottomless well of fresh and great ideas, Peter Lee lets rip with a brilliant new series. Part one spews forth a Jackson Pollock of tips and tricks to improve your GPaint and Brilliance animations totally beyond recognition.

#### TONY HORGAN'S SOUND LAB



172

Tony Horgan, voted the sexiest man in Enmap images is not just a pretty face you know. This month, the guru of the Amiga music world is getting down and funky and tinkering about with OctaMED 4. Turn to page 172 to see how he has in store for us this month.

# OCTAMED 4 TUTORIAL

## PART 2

Having fun with *OctaMED 4*? You'll have even more if you hook it up to some synths and drum machines.

This month,

Darren Irvine explains *OctaMED's* excellent MIDI features.

Naturally enough, the vast majority of *OctaMED* users use the program for its main purpose: creating tracks with samples played back using the Amiga's internal sound hardware. However, the program has another string to its bow in the form of comprehensive MIDI functionality. The MIDI options of *OctaMED 4* allow external sound sources such as synths and drum machines to be controlled from your Amiga.

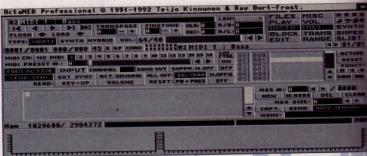
### MINI, MIDI, MAXI

Unlike in the world of hi-fi systems, in the context of computers and music, MIDI actually stands for something: Musical Instrument Digital Interface. It's such a common standard nowadays that it's probably un-hip to even know what it stands for, so you'd best pretend you haven't even read this paragraph.

MIDI allows you to connect up all your synths, drum machines and computers so that they can all talk to each other, and play along in sync. There are a lot of dedicated MIDI sequencing software packages available on a variety of platforms, but why shell out for one when you already have MIDI capability via *OctaMED 4*? Using the appropriate controls, you can replace or add to your internal Amiga samples with sounds from outboard MIDI gear of any sort. Connect the MIDI OUT of your Amiga MIDI interface to the IN of your external gear, and vice versa.

### MIDI MADNESS METHODS

At first, the MIDI control screen can look a bit daunting, but it can be divided into a number of main areas. The first row of buttons (to the right of the "MIDI CH:" prompt) selects which MIDI channel is currently being used. "NO MIDI" turns MIDI off



Above: The set up for the MIDI channel 1 bass instrument with the MIDI input turned off.

for the current instrument. Clicking on, say the 10 button, makes the current instrument active on MIDI channel 10, and so on.

Start by creating a new MIDI instrument. Click

on the MIDI button, and then on the instrument button, and enter a useful name such as "MIDI 1 - Percussion", ignoring the Object not Found error. Click on the button representing the MIDI channel you want to use (let's use channel 10 which is often used for drum tracks), and then click on the large MIDI ACTIVE button. Now, turn on your MIDI synth or drum machine, and make sure it's set to receive MIDI data on channel 10. If all is well, pressing keys on your Amiga keyboard should play sounds from your MIDI sound source - it's as easy as that. If nothing happens, change the octave setting with the F1 and F2 keys. If you still get nothing, double check that you have the MIDI cable running from the MIDI OUT on the computer to the MIDI IN on your instrument.

The next thing that you'll want to look at is using your MIDI keyboard to enter notes into *OctaMED* tracks. To do this, click on the INPUT button, beside MIDI ACTIVE, and enter a number into the channel box beside this. This is the channel on which *OctaMED* will receive MIDI data, and should match the channel your external kit is set to transmit on. Please note that this channel is universal,

whilst the output channel is unique to each instrument, so that you can choose any channel for all your input.

Next to the input channel is a button marked SEND OUT. This toggles whether or not *OctaMED* sends MIDI data that it receives back out again. You would use this if you have a separate MIDI master keyboard and sound module, with the Amiga in between the two, so that notes played on the keyboard would be sent right through to the module, rather than just being picked up by *OctaMED*. If you're using a synthesizer, it's a good idea to turn this off, so that the notes you play are not played twice (once by the actual key you press, and once by *OctaMED* sending the note back again).

Once you've got this MIDI instrument working properly, move to the next blank instrument slot

(MIDI ACTIVE, MIDI CHANNEL, MIDI SEND OUT).

with the SHIFT and ARROW keys, and again enter a suitable name - this time try "MIDI 1: BASS". Click on the 1 button, and hey presto, you should have an instrument set up to play sounds on MIDI channel 1 on your synth - just set up a wicked bass sound on this channel and you're sorted. Man.

### MORE BUTTONS

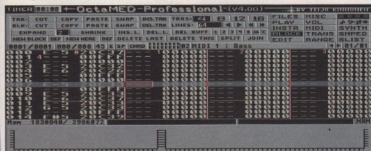
Next along from the SEND OUT button is the SUPPRN.OFF button, which decides whether or not *OctaMED* sends a MIDI note off message on the current channel. I've yet to find a proper use for this, so my advice is to leave this option off.

The next row of buttons start off with SEND SYNC, and EXT SYNC. These are used when you wish to play *OctaMED* along with another sequencer of some kind, be it a MIDI data file, a drum machine, or even another copy of *OctaMED*. SEND SYNC allows you to configure *OctaMED* as the "Master" sequencer, telling the other connected MIDI sequencers to start and stop, as well as dictating the tempo. EXT SYNC is the opposite

The MIDI control page, star studded with special features, showing the MIDI channel 10 instrument, set up to receive MIDI data on channel 1.

of this, configuring OctaMED as a "Slave", requiring an external sequencer to start and stop play and control the tempo.

The next button along, ACT.SENSING, determines whether or not OctaMED periodically sends MIDI active sensing messages (\$FE if you wanted to know), which echo around your MIDI gear checking for a break in the cable!



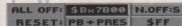
OctaMED's main block editing screen, replete with my overly exuberant bassline. Note the Cox and FFF commands, created by OctaMED with the real "KEY-UP" and "VOLUME" buttons selected. Yes, I know you can only see lines 0-14, but trust me, there's nothing on line 15.

On the next line, the KEY-UP button determines whether or not OctaMED inserts FFF commands into the track when it detects MIDI "Key Up" data. This is essential for some synths in order for the note to stop sounding when it should, and not playing indefinitely (the command FFF will stop any instrument playing in that track). Beside this is the VOLUME button which allows OctaMED to interpret data from a touch-sensitive keyboard, and record the data as Cox commands.

To the right of these are a number of obscurely

marked buttons. The two beside the "All Off" prompt determine which MIDI message OctaMED sends to tell your synth to stop playing notes. You'll have to experiment here to find which one works best with your setup. Below these are another two buttons beside the "Reset" prompt, these determine which data OctaMED sends to do a complete MIDI reset. Again these fall into the category of "personal preference" - just try each one to see what happens.

Well, that's about it button-wise, so let's have a



quick look at how to actually do something useful with MIDI.

## BASS - THE FINAL FRONTIER

The first part of the song we'll look at is the bassline, arguably the heart of modern dance music. Since this is the first bit, we'll record it in step time, giving you a chance to cock it up accurately instead of in real time. If you've got something connected to the MIDI in of your Amiga MIDI interface, and providing you've configured everything okay, you'll be able to input the bassline using your MIDI keyboard. Otherwise it's a case of using the Amiga keyboard as per usual (sometimes this is the easiest for step time entry, as inputting a rest still requires the use of the Amiga spacebar).

Select the dummy MIDI bass instrument that you created a minute ago, click on the E button to

put OctaMED into editing mode, and away we go. You can make up your own bassline if you like, or if you're not very confident, you can copy the one in the screenshot below. The shot only shows you part of the track, but in true dance music fashion, you can just repeat the first sixteen steps 4 times to complete a 64 step bar. When you've finished the track, click on the E button again to exit edit

mode, and try playing the block back. If all is well, you'll have a killer bassline emanating from your MIDI sound source (or, if you used mine, a rather dubious one). Alternatively, if you want you can use the bassline from one of your existing OctaMED songs, simply by changing the instrument on which the bass is played to trigger your MIDI sound source instead of the sample.

## HE'S GOT RHYTHM

The next thing we'll record is a drum track to go along with the already devastating bassline. One of the major differences between using Amiga samples to provide drum sounds, and using a MIDI sound source, is that of keyboard mapping. Usually, you will have loaded in a different sample instrument for each drum sound that you wish to use, i.e. a kick drum, a snare, some hi-hats, and an entire Puerto Rican jazz-funk kit. When you play a normal instrument on different notes, you hear the same data at different pitches. When you use a



The main OctaMED block edit screen again, this time with my excuse for a kickin' percussion groove on tracks 2-4, along with the bass line. Track 2 contains the kick and snare, track 3 the hi-hats, and track 4 some additional TR0800 style bass and snares.

MIDI drum machine (or a percussion patch on a synthesizer), you'll find that each note triggers a different percussion instrument, with usually a kick drum on the lowest "C" of the keyboard, and a snare on the "D" beside it. When you're laying down the percussion pattern it's a matter of playing different notes on the keyboard instead of playing the

same note using different internal sample instruments. This is actually a lot more intuitive than the sample alternative, as it's possible to program entire percussion patterns "on the fly" as you play a block.

By the same token, it's not always easy to convert one of your existing OctaMED percussion tracks to play via MIDI. Probably the simplest way is to assign each of the sample instruments you're using to all use the same MIDI channel, and then transpose each individual instrument across the entire song until it triggers the appropriate MIDI percussion instrument.

Use the RIGHT ARROW key to move to the next available track, and use SHIFT+RIGHT ARROW to change instruments (or click on the appropriate gadgets) until you have selected the MIDI percussion instrument you created earlier. Again, depending on your setup, you can either play the drum sounds direct from your MIDI keyboard, or using the Amiga's keyboard.

Get a feel for the note that corresponds to each drum sound, and when you're ready, click on the E button to enter edit mode. As usual, you can record in real or step time. Click on the play button to start, or click on the D button to start recording when you play your first note. Enter a simple kick and snare pattern to go along with your bassline, or be sad and enter the one shown in the screenshot, in step-time. Once you're happy with this bit, move over to the next track and by down some more percussion, such as hi-hats or ride cymbals. Remember, there's no reason to stick to 4 or even 8 tracks, go ahead and use all sixteen (Click on the "16" button in the Block menu to allow this).

## GETTING AWAY WITH IT

If you've got better eyesight than a particularly short-sighted bat, you'll have noticed that we haven't yet covered the two more complicated-looking bits of OctaMED's MIDI screen - the MIDI message editor and input map editor. These are for sending MIDI data directly to your outboard equipment and remapping the keyboard respectively, and, as well as being hideously complicated, really require an in-depth knowledge of the internal MIDI workings of your particular make of synth or sound module. This makes it a trifle difficult to tell you how to use them, since we'd have to devote about half the mag to the different synth manufacturers

individual programming codes, but in future we may take a look at the basic theory behind it all. **21**

## NEXT MONTH

In Part 3, we take you through all those other little buttons we haven't yet covered.

"Football is played with a round, leather-covered ball weighing from 14 to 16 ounces and with a circumference of from 27 to 28 inches, on a pitch measuring approximately 230 yards by 150 yards...."

...or with

# FIFA INTERNATIONAL SOCCER

— which is infinitely more entertaining, as we explain in our **EXCLUSIVE** in-depth preview!

In the blisteringly-hot July issue of *The One*, we'll be sticking clean hankies on our heads, rolling up our trousers and paddling in the vast sea of Amiga games. It's our soaraway Summer Special, you see, so we've decided to do the whole issue on the beach. Well, it seemed like a good idea at the time.

Our coverdisks are the hottest around — and that's no word of a lie. A fan-tastic **SENSIBLE SOCCER INTERNATIONAL EDITION** (yes! — with referees and everything) heads the list of fully-playable demos, closely followed by Graftgold's **EMPIRE SOCCER**. There'll also be some other great things but because we always leave everything until the last minute, not even we know what to expect. And interestingly, this month's disks will be red. Not blue. Great, eh?

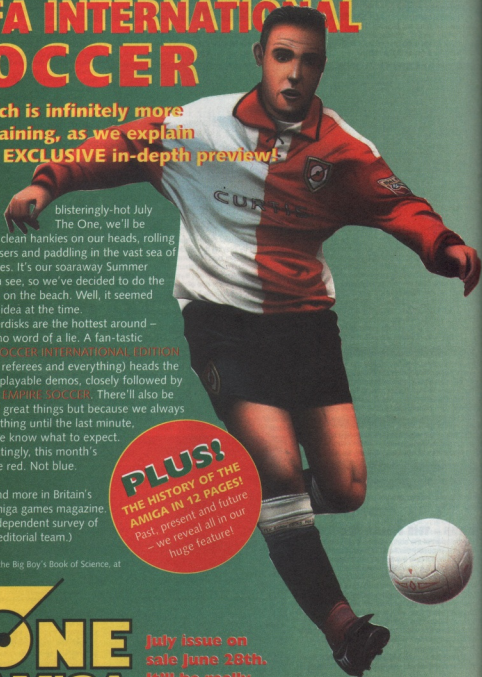
All this and more in Britain's funniest Amiga games magazine. (Source: independent survey of *The One's* editorial team.)

\*According to the Big Boy's Book of Science, at least.

THE **ONE**  
AMIGA

**PLUS!**  
**THE HISTORY OF THE  
AMIGA IN 12 PAGES!**  
Past, present and future  
— we reveal all in our  
huge feature!

July issue on  
sale June 28th.  
It'll be really  
ace. Trust us.



# COMMS

**Carrier connect. John Kennedy trudges the digital highway in search of news snippets.**

**W**elcome to the world of global electronic communications. As usual I've been racking up an astonishingly high telephone bill scouting through cyberspace.

This month, as well as the usual FidoNet updates, we'll take a brief look at trendy Internet and a brand new Comms package.

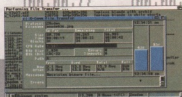
## FIDONETUPDATE

Things are still happening in the AMIGA MAGS echo on FidoNet. Make sure you can get it, and feel free to say hello. Current topics of conversation include: should Comms software be included on magazine coverdisks? What's happening with Commodore? What exactly makes a Top Writer? Why isn't there more Comms coverage in magazines? Aren't John Kennedy's *eyes* very large? And OLRs versus Point Managers?

Here are some Echos you should be looking through. Ask your board's sysop for access.

## FANTASTIC BRITISH TELEVISION

The ONLY Fido echo to cover British (and only British) Television (and only television, strictly NO films). If you like programmes such as *The Avengers*, *Absolutely Fabulous*, *Acce Of Wands*,



The file uploading and downloading display is very nice, and one of the new standard file transfer libraries means you can expect a good turn of speed.

## THE LIBERTARIAN ECHO

For news, events and discussion of interest to libertarians, objectivists, individualists, classical liberals, free-market conservatives and social voluntarists. "We must make the building of a free society once more an intellectual adventure, a deed of courage." (Friedrich A. Hayek, 1967) Currently available from Arkham, 2.254/151, tag-name LIBERTY. Netmail: Nigel Hardy, 2.254/151 to pick it up.

## E-CHO

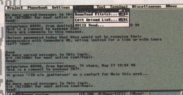
The E. ECHO is the place to see all the very latest news etc. on AmigaE, as with access to the Internet mailing list, it is able to provide the news as it emerges directly from the author. Wouter Van Oortmerssen. To arrange a feed-contact your mail feed. The E. ECHO is available from the UK fidonet backbone.

## PROGRESSIVE POLITICS

For the discussion of all progressive politics and issues such as socialism, trade-unionism, feminism, anti-racism - all the 'isms. Currently available from Arkham, 2.254/151, tag-name UNITE. Netmail: Nigel Hardy, 2.254/151 to pick it up.

## NEW COMMS SOFTWARE

Yet another new piece of Amiga Comms software? Yes, all the way from Down Under comes X-Link a rather excellent terminal program. All you need is this software and a modem and you can dial up a Bulletin Board, download files and chat to on-line friends. The ARexx port means linking it with other programs and creating useful scripts is also possible.



X-Term is a new terminal program, and it looks good. Make sure you have a Workbench2 system or better and get a copy.

After Henry, Agony, Are You Being Served, Birds of a Feather, Blackadder, Bless This House (and that's only the As and Bs) then take a look. Available from The Major League (2.253/75), contact Mark Bowater (SysOp). Originating at Robin's Nest (2.253/75.6) contact Robin Hall (Moderator).

## PUNCH

Some of the worst jokes I've ever seen are here, as well as some of the funniest. Doesn't seem to be moderated, so if you are easily offended, don't bother with it.

## PLUG CORNER

Here are some boards you might want to call:

Name	Modem number
TOTAL ECLIPSE	0883 522428
NIGHTBREED BBS	Belgium 32-16-640912
HEART OF LOTHIAN	0620-826004

Last month's reference to The Abyss BBS gave the wrong number. Apologies to sysop Paul Youd, the correct number is actually 0753-529377.

Please note: CU AMIGA cannot be held responsible for any information, programs or data contained on the boards mentioned on this page. This information is not meant as a recommendation for any of the boards or their contents.

Sysop	Comments
Steve Clark	Now 14,400 Baud
Nia	Home of Spot
Andrew Dowd	Give it a call!

After playing with X-Term for a bit, I might be trading my copy of *Term* for this instead. Keep a look out for it. I got mine from CIX in Amiga/4listings but any good PD library should be able to help you out.

If you want your favourite board mentioned, or want a list of local places to call, or just want to make some comments: write or Email to *Wired World*. Many thanks for all those that have been in touch: we've had replies from as far apart as Denmark and New Zealand!

Internet address: cuamiga@cix.compulink.co.uk  
Internet address: johnk@infoys.demon.co.uk  
Fido address: FidoNet 2-443/3.4  
Fido echo: AMIGA MAGS  
Post: Wired World, Cu Amiga, Priory Court, 90/32 Farrington Lane, London, EC1R 3AU.

## INTERNET

There has been a lot of news about the Internet in the computing press recently (and on TV with the BBC's *The Net* programme), so you might be wondering what it is, what all the fuss is about and how to get on it.

Basically, the Internet is the ultimate 'network of networks' that spans the world in a huge ultra-fast web of information. It links companies, universities and increasingly in recent times, individuals. The growth in the number of individual users is due to the growing number of 'access providers' - ie businesses which exist solely to sell you access to the Internet via a Point to Presence (PoP).

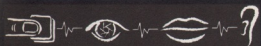
Using the Net has always been free, but actually getting connected to it can be tricky. If you are lucky enough to be at University, you will probably have free access to the Net via your campus dedicated lines - very nice, and a good incentive to do well at exams and stay there.

The rest of us have to do well at exams and stay there. It's not as cheap as FidoNet (which is free, remember), but only costs about £10 + VAT a month. On top of this charge, you do need to pay for your phone call to the nearest PoP, and of course you will also need to own a Modem.

Once connected to the Net, what's there? Well, just about everything as it turns out - certainly more than could possibly be mentioned here. Perhaps, if I dared mention it, we'll take a closer look at connecting an Amiga to the Internet in coming months.

In the meantime, UK home users may be interested to hear of two PoP companies, both offering access for £10 a month. The first is Demon, which has PoPs in London, Warrington and Edinburgh. Give them a (voice) call on 081 349 0063 or 031 552 0344 for more details.

The second company is Genesix, a new company offering identically priced dial-up Internet access for Ireland, both North and South of the border. You can give them a (voice) call on 0232 231672. If you want to know more about the Internet, drop a line (electronically or otherwise) to *Wired World* one of the usual range of addresses.



GET YOUR FINGER ON THE PULSE

The background of the page is a large, vibrant illustration. It depicts a sunset or sunrise scene with a sky of orange, yellow, and blue. In the foreground, a large, red, angular, robot-like figure is prominent. To its right, a green, muscular, dragon-like creature with a spiky mane is shown. In the upper right, a character with spiky black hair and a white cloth draped over his shoulder is visible. The overall style is characteristic of anime art.

# HOT.TE



Try out all the latest, greatest games at LIVE '94, the UK's most exciting consumer electronics event.



**Meet** the big names. Nintendo. Commodore/Amiga. Panasonic 3DO. Philips CD-i. Sega. Enter the Games Zone. Put the hottest new games from all the top software writers to the test.



**See** the Nintendo Challenger and Panasonic 3DO Showliner. Quiz the gurus from your favourite magazines\* in the Games Arena. Get the lowdown on some incredible tips, hints and cheats.



**Experience** Capital Radio Live at LIVE. Capital Gold concerts. Dolby Home Cinema Promenade. TV Times Live Television Studio. Young Newspaper Feature. BPIA Future of Photography. Yamaha/TES National Youth Rock & Pop Awards. Focus on Multimedia.



**Get** your hands on a ticket. Phone the LIVE hotline or return the coupon now. Remember - if you're under 16, you must have an adult with you at LIVE '94.

# EST.

## LIVE '94

THE CONSUMER ELECTRONICS SHOW  
EARLS COURT • LONDON  
20-25 SEPTEMBER 1994

LIVE HOTLINE:  
0891 500 103

Calls cost 30p per minute cheap rate and  
40p per minute at all other times.

Please tell me more about LIVE '94 and how I can get a ticket to the UK's most electrifying event.

Name: .....

Address: .....

.....

Postcode: .....

EI Please return this coupon to:  
LIVE '94, News International Exhibitions Ltd.  
Europe House, World Trade Centre,  
St Katharine-by-the-Tower, London E1 9AT.

\*The top journals from Mean Machines, Sega Magazine, Nintendo Magazine System, Computer and Video Games, PC Review, CU Amiga, The One Amiga and PC Games will all be there.

# VIDEO TRACKER

## PART

## 2

The tricks you can do with *VideoTracker* (given away with the June issue of *CU AMIGA*) are endless. In a follow-up to last month's introductory instructions, here are some more advanced-looking, but very simple effects you can knock up in a matter of minutes.

Two of the most attractive routines are the plasma and colour grid. Normally you would use these as backgrounds for other graphics, or maybe just use them all on their own. However, they're also very effective when used to fill the gaps in your pictures left by the background colour. Believe it or not, the screen on the right uses just two colours, and a plasma effect. The picture uses less than 4K of memory, and the plasma effect is just over 3K. How's that for value?

Here's how it's done. Open an overscanned, low resolution, two-colour screen in *Deluxe Paint*, or your preferred paint package. Select a nice big font and type your text onto the screen. Alternatively, just draw it free-hand with the mouse. *DPaint* users can now use the BG <-> FG option from the Colour menu to swap the background and foreground colours. Most other paint packages will have a similar option that allows you to make the background colour solid, and the foreground colour transparent. Save out the picture, and go back into *VideoTracker*.

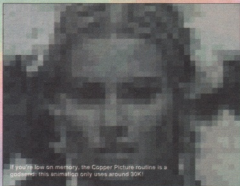
From within *VideoTracker*, load up the picture you've just created, as explained in the instructions last month. Into the next effect slot, load the Plasma routine, and set the Routine Mode to any number that takes your fancy.

Select a sample that plays at the start of your music module, and set the First Effect parameter to zero (which should be the slot occupied by the picture), and the Last Effect parameter to 1 (which should be occupied by the plasma routine). Set effect speed to 1, and play the video. You should now see something similar to the screenshot at the top of the page.

The text is transparent, so the plasma shows through, creating a kind of animated fill. Try using different Routine Mode settings to alter the speed and colours of the plasma. You can also use the



Here's an example of an excellent effect that's very simple to create. The colours are made from wobbly plasma.



If you're low on memory, the Copper Picture routine is a good idea: this animation only uses around 30K!

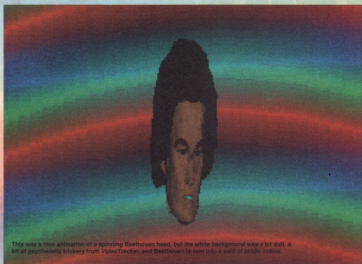
Colour Grid routine in place of the plasma. An unfortunate side effect is that the plasma will show through around the edges, even with an over-scanned screen. You can use the position adjusters on a monitor to counter this.

## COPPER PICTURES

Another brilliant trick you can do with *VideoTracker* is expand pictures and animations up to full screen overscanned size, using just a tiny little brush. Once again, apart from looking pretty special, this also has the massive advantage of using very little memory. Normal full screen animations can take up heaps of precious memory, but using the Copper Picture routine, you could have a 40 frame loop that would use less than 30K!

Copper pictures have nothing to do with the brown metal of the same name. Copper is short for co-processor, a clever part of the Amiga which make possible things like the previously mentioned plasma and colour grid effects. In this case, it's used to make a rendition of a small source image or animation brush.

Your picture or animation brush must be 48 pixels wide, and 36 pixels high, using 16 colours. The Copper picture routine needs three entries in the effects list. The first effect should be a colour set (or palette as they are referred to in *DPaint*). You can use one of the colour sets from the *VideoTracker* disk, but it's probably best to use the original palette from your picture or animation. Whilst in *DPaint*, use the Save Palette option to



This was a nice animation of a spinning Beethoven head, but the white background was a bit dull. A bit of psychedelia trickery from VideoTracker, and Beethoven is sent into a world of acidic colour.

save the palette, and load that file into

VideoTracker with the Load Colour set option.

The next entry in the effects list must be either a brush or an anim brush. Remember, the brush has to be exactly 48 pixels wide and 36 high, otherwise the routine will do nothing. Use the "Co-ordinates" option in DPaint to help you cut out a brush or anim brush of the right size, and save it to disk.

The third part of the equation is the Copper Picture.rot routine, which needs to be loaded into the third slot. Set up those three effects one after the other, with the First Effect set to the colour set, and the Last Effect set to the Copper Picture.rot routine. The Effect Speed should be set to 1.

## ANIMATION EFFECTS

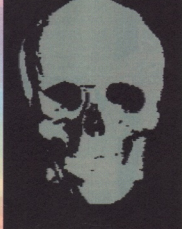
Playing back animations is easy enough, but if you feel they need spicing up a bit, you can add some of VideoTracker's routines for some effects that are simply impossible to create with anything else.

Plasma backdrops work well with your more abstract animations. By first cueing an animation, and following it with a plasma routine, you can mix

the two together. Beethoven, above, was originally floating in a white void, but with a bit of VideoTracker magic, he's transported to an acidic world of slowly mutating plasma. The animation will slow down, but in this case it all adds to the trippy effect.

The wave routine is another that can be used on cycling pictures and animations. Depending on routine mode value, this has various wobbly effects on the screen. Simply load the wave routine into the slot immediately after the animation or picture, and mess around with the routine mode setting until you get a good wave running through the screen. **CU**

You don't have to use morbid images like this, you could have a fluffy bunny - that's the beauty of VideoTracker!



Bizarre effects are possible with a little imagination, like this morphing Munch played back with the Copper Picture.rot.

## MAKING AN AUTOBOOTING DEMO

When you've saved out your finished demo as a "vidule", you're ready to put it onto an autobooting disk. Follow these steps to create your own idiot-proof demo disk.

1. Load Workbench or boot from your hard drive.
2. Insert a blank disk in any drive, click its icon just once, and then select Initialise or Format from the menus.
3. If you are using a 2.04 Amiga or higher, and your demo is to be compatible with 1.3 Amigas, do not click the Fast File System button. In order for your demo to be 1.3 compatible, it should contain no AGA routines or graphics.
4. Click Format or Okay to format the disk.
5. Double click the Workbench disk icon, or the boot partition of your hard drive.
6. Double click the SHELL or CLI icon.
7. If you are running from a single floppy, with no hard drive, enter the following and press return after each line:  
resident c: install  
resident c: cd  
resident c: makedisk
8. Insert the formatted disk in the internal drive, enter the following and press return:  
install dlt:  
makedisk dlt:  
ed dlt:/startup-sequence
9. The Ed text editor program should now appear. Type in the name of your vidule followed using any spaces, and press Escape followed by Return.
10. Go into VideoTracker, and load your video. Save it out as a vidule onto the disk you have just prepared (as explained in the last issue), making sure that you save it with exactly the filename that you just entered in the startup-sequence.
11. Reset your Amiga, and the demo should pop up all on its own.

# MASTERCLASS

A little time taken to understand a few fundamentals can save you a lot of bother.

John Kennedy requests your attention.

In order to make the most of Amiga software, you need to know a few basic facts. You need to know how to click on an icon, select a gadget, put down a menu and perhaps most importantly, how to use a requester.

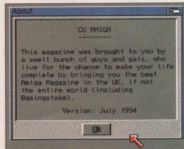
Picking up these skills can be difficult at first, especially as it's very hard for someone else to explain them to you. Once the Amiga 'way of things' is learned it becomes as automatic as breathing and how would you explain how to do breath in simple terms?

However, once you have spent the time mastering the system life gets easier and easier. Commodore has worked hard to ensure that many productivity programs offer a consistent approach, so that learning to use one package means you can use all packages.

All of the Amiga's standard Requesters are created by the operating system software. All the programmer responsible for the package has to do is bundle up some text and numbers, call a system routine and, magically, up pops the Requester. The programmer can then choose on the style the Requester takes. It can be something as simple as a 'Click OK to Continue' requester, or something as complicated as a full File Requester.

## KNOW YOUR REQUESTERS

Now, let's take a look at four very different requesters, starting with the very simplest one – a single 'OK' requester.



Most often used for an 'About' box in a program, this form of requester doesn't offer much choice. To make it go away, click on the OK gadget.

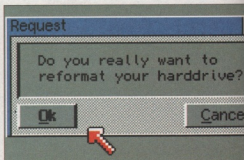
This sort of requester appears in programs when you select an 'About' option from a menu. It's usually filled with details such as the author, the version of the software and perhaps some extra information such as the available menus.

After you had finished reading the text, you need to perform an action to get rid of the darn thing and here the programmer may have given you some help. The normal way is simply to click the left mouse button with the pointer over the OK gadget, but there are usually some keyboard shortcuts. In this example, the programmer has

been kind enough to even tell us: the underlined 'O' means that pressing 'O' will do the trick. Sometimes return will also work, as will holding down the left Amiga key and pressing 'O' or 'B'. The OK is this example is in bold, which indicates it is the default choice if you were to press return.

We all make mistakes (well, except me obviously) and it's sometimes possible to find that

When an action needs confirmed – such as this rather drastic example – a requester will appear which offers a way to change your mind.



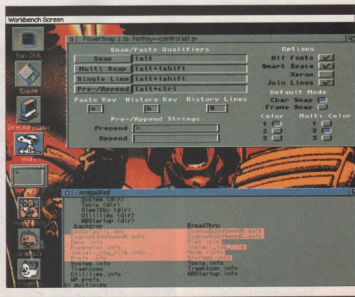
## UTILITY OF THE MONTH

By strange co-incidence, the utility you need this month has been written by Nico Francois, the same person responsible for Spot. PowerSnap is one of those utilities you won't know how you survived without, so check out your local Public Domain library for a copy.

With PowerSnap installed, you can cut and paste text from practically any Amiga program to any other – which can be a real time saver. For example, you can cut an address from your database, and paste it into your Word Processor without having to read an article on ARexx first. It's only a matter of holding down the left-Amiga key with C to copy the text, and left-Amiga and V to paste it. It even works in text requesters: excellent.

If you are running an old Amiga, this utility will give the same features as new Shell owners have, but even they will benefit from being able to paste into text requesters. Get it now.

Another futuristic backdrop may fill you with dread, but notice the windows. The first is the control panel for the PowerSnap commodity, the second is a standard Shell with some text ready for copying and pasting.

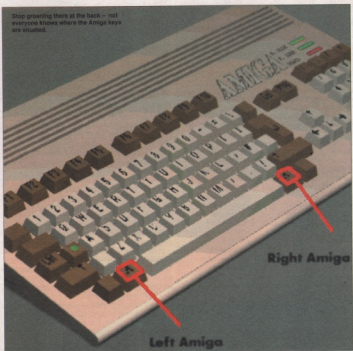


## THE RIGHT KEYS

Right-Amiga V? Left-Amiga X? What's going on? If this thought has crossed your mind, don't worry it's not a secret code we've used to try and catch you out. The Amiga keys are those darker grey keys on either side of the spacebar; you know, the ones with the funny A symbols on them.

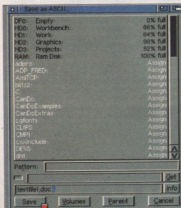
They are used as special function keys, and are used in the same way as the Shift keys. For example, 'right-Amiga X' means 'hold down the right hand Amiga key, and whilst still holding it, press X once'.

Stop gawking there at the back — not everyone knows where the Amiga keys are situated.



you have accidentally selected a rather severe looking option, perhaps because the mouse slipped when you were trying to find an option from a menu.

For this reason most programs use a requester



Perhaps the most powerful of all, the standard File Requester is one which you'll see again and again.

to confirm some of the more drastic actions, and therefore offer you a chance to change your mind. It pays to read the text carefully in these requesters before making your choice, but most programs have 'OK' to the left, and 'CANCEL' to the right. Again, the example requester offers keyboard shortcuts (the underlined letters) and the OK is bold which (dangerously in this fictitious requester) makes it the default. The left-Amiga V shortcut will work as an OK, and left-Amiga B will work as CANCEL on most requesters, even those which don't look as though they offer a shortcut. However, you must be completely sure that you know which shortcut does what: a mix up in this example case can have more than slightly annoying side-effects.

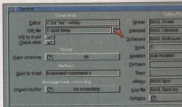
Every time you need to save or load a file, you'll see the File Requester appear on screen. At first it can look a bit fearsome, but it doesn't take long before you soon get the hang of it.

The majority of the requester is taken up by the filenames and you can either click on one, or type in the name yourself in the larger 'text' field at the bottom of the requester. You will have to remember to click in this field to activate it before you can type. A useful shortcut is right-Amiga X which will clear what is already there, and also right-Amiga Q which will replace what you just cleared.

The gadget button marked PARENT will move you up the directory tree of files. Remember that a

disk can contain many levels of files and drawers, and as you move around the path name should appear in the text field above where the filename goes. Again, you can enter a path directly (for example, try entering ram: or dfo: into the field.)

If you get lost somewhere in your directory tree, click on Volumes, this produces a clear list of all the hard drives, floppies and ram disks which are



Wow — serious information overload! Even a complicated requester like this is nothing more than a collection of simpler gadgets and requesters.

available. You can then click on the device you need, and on subsequent directories, until your chosen filename appears. If you are saving a file for the first time, you will need to specify a name before saving will take place.

Some requesters have special PATTERN fields, which will allow you to mask out certain filenames. These patterns use standard Amiga wildcards (see CU AMIGA June 1994) issue, so if you wanted to exclude all files ending in .info (in other words, the icon files) you would enter ~(#?.info) as a pattern.

You might like also try press Shift-Enter to make different fields in the requester active.

Some programs have many different settings which need to be made. For example, the electronic mail program Spot has a good few choices to be made when configuring it to work with your particular set-up. One of these configuration requesters is shown above, although if you don't use Comms the options might mean nothing to you. The important thing is the way this requester is made up from other requesters. The gadget over which the mouse pointer is floating will open a file requester if needed, so you can either enter the filename by hand or use the file requester to track it down, whatever you prefer.

Spot makes excellent use of the Amiga's requesters, the result is an easy to use program which although incredibly powerful, never gets to cumbersome to use.

## SHELL SECRET

Here's something that might interest you if you use the Shell a lot on a newish Amiga. The recent versions Workbench allow text to the cut and pasted from within the shell as standard. Simply hold down the right — Amiga key and drag the mouse over the text — you should see it become highlighted. Now press right-Amiga and C and the text will be copied into the clipboard. Many Amiga programs support the clipboard, and if you run one of them you will find that the text you copied can be pasted in with a left right-Amiga V.

This trick is useful when dealing with long and tedious filenames, cut and paste them into the Shell command line, where you can quickly edit them. By the way, a quick and handy way to shut down the shell is to hold down the CTRL-key and press 'N'.

## NEXT MONTH

More top tips on using your Amiga, and yet more essential public domain utilities.

## LET'S GET

## ANIMATED

**PART 1** Our hands-on graphic tutorials take on a unique flavour from this month: **DeluxePaint** and **Brilliance** expert guides side-by-side! Peter Lee shows you how to get the best of both worlds from your Amiga.

## TUTORIAL 1

DPAINT:  
NOW YOU SEE IT...

**Object of effect:** to have a brush (text or graphic) disappear behind, and in front of, other items, to give a feeling of perspective.

**Mode:** 32 colour, low res. Default palette (the one which is there when DPaint starts): Background, dark blue.

There are two ways of having objects move in front of or behind screen drawings. The easiest is through the use of stencil, and that's what we'll be exploring now. The other method which involves building up background, mid-ground and foreground objects in between animating is more complicated, needs lots of planning and is prone to simple mistakes which can ruin a whole sequence.

The main thing to bear in mind when using stencils for animation is to control your colours.

The whole procedure hinges on the fact that we will be over-painting one set of colours, and not another. So the background and middle-ground shouldn't share the same colours.

Our example is a simple cityscape, chosen not because of its artistic merit, but to illustrate the technique in a quick, hands-on sort of way.

1. The background skyscrapers are rectangles filled with dark grey. The shadow is optional, but it does give a sense of depth, and works in beefing up most two-dimensional shapes. To create it, cut out your skyscraper blocks as one brush, and select a very dark grey as the background colour. On a blank screen, and with the brush active, click with the right mouse button and drag a 30m diagonal path before letting go, and clicking with the left mouse button. Now you've painted a shadow in the shape of the brush, then painted the brush in front. Repeat back to the correct background colour, cut out the skyscraper/shadow brush, and position it on the drawing screen as shown.

2. Just you, me, the moon and the night: building up our static screen with the addition of the first text brush.



In computing terms, the Amiga is currently enjoying a maturity few other computers ever reach. Okay, yours may be only a few months out of the wrapping paper, but the history of Commodore's little gem goes back to the mid 80s. And still, the quality of graphics software just keeps on improving, and with it the effects you can generate in the home. Our latest series of tutorials explores the huge potential of graphics on the Amiga which has mushroomed through programs such as Electronic Arts' DPaint, and Digital Creations' Brilliance.

There will be something here for users of both packages: DPaint – solid, market leader – a veteran which has been re-born three times to meet the changing needs of users and the hardware.

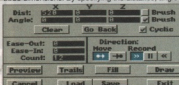
Brilliance – a newcomer which has caught everyone's eye. Different enough to offer improvements on DPaint, but similar in so many other ways that users can swap between the two almost effortlessly.

The Amiga is far and away the most powerful graphic computer for the money available today, and it's our intention to help you get the most out of it. Follow this step-by-step guide, and get down to some seriously fine animating.

## BASICS

For those new to animating, or if you simply want a quick refresher course, here are the basics of controlling effects in each of the paint packages:

a control panel allows you to manipulate a brush in three dimensions. By specifying the distance, angle



DPaint's Move requester allows you to animate brushes in three dimensions.

and depth (or Z factor) of a brush you can tell the program to move it over a given number of frames. Clicking on the Preview button lets you see a wireframe outline of your brush following the actual path you have defined with numbers in the X, Y and Z co-ordinate boxes. Using this simple requester in conjunction with painting modes paves the way to limitless on-screen effects, and we'll be looking at those through the tutorials.

A slightly more complex, and more user-definable interface allows all the functions of DPaint plus some extras. For example, you can specify the exact start and end positions from the animation Tween menu, and also tell the program after the opacity of a brush throughout an animation's duration. Whichever program you favour, or if you use both, we'll be getting under the surface of these controls in conjunction with tutorials.

Each effect will be demonstrated, and the method of achieving it outlined. This way, while the demos will contain techniques and routines for more advanced animators, their creation will be simplified so newcomers can follow them through, step by step.

Let's get off to an easy start this month, and on the way introduce the key players in controlling our animations.

Below: Big and beefy, the Brilliance movement controls look intimidating, but it's a doddie once you know how. It's more powerful than even DPaint too.

## Brilliance motion



- 2 Switch to DPaint's spare screen, and enter the text 'NIGHT'. Choose a good-size font so it has impact, but make sure when you colour in the letters that they don't contain any of the ones used in the background. I've used a ColourFont, but plain colours are just as good. Cut out the text as a brush, and swap back to the main drawing screen to place the text on screen.

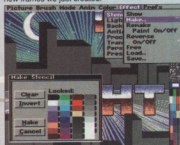
More buildings added to the foreground completes the main drawing screen. It's important to use different greys for the buildings because of the stencilling technique we're employing.



Having created the Life brush, shrunk it and positioned it on the top right of the screen, we can animate it so it disappears off the left hand side of the screen in six frames.

- 3 Back to the spare screen now, and draw a foreground scene of skyscrapers in an identical way to step 1. Remember to use lighter shades of greys though. Copy the blocks as a brush, and paint it some way down the screen to give a sense of perspective.

- 4 Once the screen is complete, add a few stars and a crazy moon, go to the Animation pull-down menu and select Frames-Set; Enter 20, to give us a 20-frame sequence. The contents of the current screen will be automatically added to all the new frames we just created.

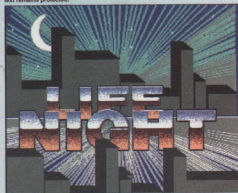


The stencil requester lets you pick colours to protect by either clicking on them in the colour palette, or directly from on-screen colours. Protected colours have black tags on the side. To unselect one, right click the mouse while the pointer is on the chosen colour.

- 5 Back on the spare screen, write in the words 'LIFE' in the same font as you used earlier. Clip it out ready for the next stage.
- 6 We are going to move the brush from right to left across the screen; it will be behind the background, flying across the sky. In order to protect our screen, we have to call up the stencil. The quickest way to protect every colour but one (our background) is to click on it in the palette box, then click on the invert button. When you go back to your drawing, you will see your brush disappear as it moves over any colour other than the background. The stencil is working! **TOP TIP:** the stencil can be switched on and off from the keyboard by the tide key (the snake-like one above the TAB key). The stencil requester can be called up by pressing the SHIFT and Tide keys together.

- 7 Before animating the word LIFE across the screen, there's a neat little dodge we can work to give added perspective to the sequence. Things further away from us look smaller, and we can achieve this with our text brush. With the brush active, press the minus key four times, to decrease the size of the brush. We have to set a starting position for it now, so move it to the top right of the screen, and bring it down slightly before clicking with the right mouse button. This sets the position, but can also add unwanted brush areas to your screen, so immediately click on Undo from the tool menu, or press u on the keyboard to restore your drawing.

- 8 Call up the animation Move requester (SHIFT+M); Enter 6 as the number of frames to animate and enter -520 in the x distance box. This will move our text from right to left, and if you click on Draw, it will all happen. The text brush will be moving across the mid-ground now in six frames which continue from where the last portion ended. Thanks to the stencil, the foreground buildings and the Night text remain protected.



move from the right of the screen, off the left-hand edge, in the space of six frames.

You should be on frame 7 of the animation now. If not, use the 1 and 2 keys to cycle back and forth until you are. Your current frame number is always displayed in the bar at the top of the screen. This is where our next section will begin. Call back the original 'LIFE' brush by pressing SHIFT+B (or right click the scissors tool), and press the minus key twice (to again reduce the size, but not as much as previously).

Call up the stencil tool, and reset the choices made earlier by clicking on Clear. You can select colours by moving onto your drawing screen, and clicking. Do this to select the greys used for the

background skyscrapers and shadows. Once done, we need to place the start point of the brush, so right click the text brush at the far left of the screen, in the area between the background and foreground skyscape, and Undo this. Now



No need to protect any colours for the final pass of the brush, which moves right to left across the front of the image for the final six frames.

call up the Animation Move requester again.

- 9 All we need to alter is the distance box; just remove the minus sign, and leave the 520 value. Click on Draw, and the brush will move from right to left in six frames, leaving the foreground image intact thanks to the stencil.

- 10 Switch the stencil off (remember, Tide toggles), and call back the original brush (SHIFT+B). Stamp it low down on the far right hand side of the screen, and Undo. Call up the Move requester, type the minus sign back in front of the 520 figure, and Draw on the last six frames. Your brush will be painted over the foreground to complete the effect.

- 11 Press key 4 to watch the animation play.

**OPTIONAL:** The finishing touch to the screen was a radiating neon-effect pattern in the background. I saved this until last to avoid complications with the Stencilling. To draw the ray pattern, choose the line tool, and position the cursor in the centre of a blank screen. With your finger on the Ctrl key, draw out a series of lines. These will radiate out from your central point like a starburst.

- 12 To create the neon glow, cut out the radiating lines as a brush, select light blue from the colour palette, and press the o key, which outlines it. Now, by stencilling every colour except the background, you can place it on every frame of your

animation 'behind' everything else. To do this automatically, position your outlined brush by right clicking it on the first frame of the sequence, and Undo this. Call up the Move requester, and check any values in the distance and angle boxes. Now click on Draw to have it painted on screen on every frame.

**Idea:** Your brushes of planes, ships and cars, anything with movement, can be used with this technique to move 'in' and 'out' of scenery on the screen. In the case of planes you could have clouds for the brush to disappear behind. Cars can streak behind trees and fields, and ships can pass each other on rough seas. Once you have mastered stencilling, there's no end to the scope it offers.

# DPaint: SHADOWS AT THE DOUBLE TUTORIAL 2

**Object of effect:** To create a true shadow effect under-objects moving across a complex background, using 64-colour Halfbrite mode.

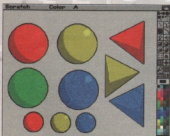
**Mode:** 32 colour low res halfbrite, default palette.

There's no better way of simulating shadows than in Halfbrite mode; it's purpose-built for the job, containing a palette of 32 colours, and 32 'halfbrite' 'twins', which are darker variations of the main palette.

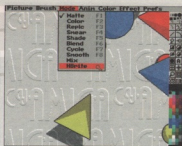
*DeluxePaint* goes one better, and allows you to paint in Halfbrite mode, which has the effect of replacing any colours on screen from the main palette with their halfbrite counterpart. Here's a little demo to explain the point.



1 The background can be as complex as you like, in fact, in this example the animation itself becomes the backdrop as we build it up. But for simplicity, just create a text background over which the animation will move. Here, I've used a technique called embossing, which suggests the shape of the text by means of highlight and shadow, but any kind of static screen will do. Once drawn, create a 12-frame animation based on this screen. (See item 4 in the Night Life tutorial if you're unsure how to do this).



2 Switch to the spare screen (keyboard j) and create a number of simple shapes, which we'll animate on the main screen later. You'll notice I've put straightforward shaded and highlighted areas on them, to give them a solid look. Using slightly darker or lighter colours from the main palette of 32, you can quickly create bulk in an object; in the case of the ball, the arc tool was used to draw a curved line near the bottom of the ball; this lower

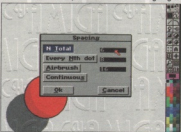


The background to our animation. This one features an embossed effect, which involves adding dark and light highlights to a text brush which is the same colour as the background.

section was then filled using a darker version of the ball's main colour. The highlight is just a small circle of a lighter colour. The same applies for the angular shapes.

Cut out a ball shape as a brush (keyboard b for quick access) and halve its size by pressing keyboard h. Paste this down for later use, and do this for each object.

3 Cut out a small ball, and go back to the other screen (press j) which should be frame 1 of the animation. Select Halfbrite from the Mode menu; your ball will now change into a shadow! Amazing isn't it! In the Night Life tutorial we used the Animation Move requester, and now we're going to



learn a different technique, one that gives us precise control of the start and end points of our brush. Call up the Spacing requester. Do this by Right clicking on the line tool.

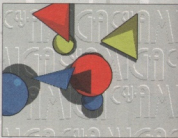
4 The option we are going to use is N.Total, so highlight this button, and enter 12 in the box. This tells DPaint that when we draw a straight line, it will construct it with 12 points - or 12 images of our ball (or any brush you happen to have active at the time). Go back to the main screen (animation frame 1) and decide where your object will begin its journey (any screen edge area), and where it will disappear off screen. With the Line tool

5 The option we are going to use is N.Total, so highlight this button, and enter 12 in the box. This tells DPaint that when we draw a straight line, it will construct it with 12 points - or 12 images of our ball (or any brush you happen to have active at the time). Go back to the main screen (animation frame 1) and decide where your object will begin its journey (any screen edge area), and where it will disappear off screen. With the Line tool



selected, drawing on screen now would simply paint 12 images of the brush on frame 1. But we can Anim paint over the whole series of frames in an easy way...

6 With your finger holding down the Alt key (DPaint IV users; DPaint III owners should press the left Amiga key), keep your finger on the left mouse button and draw out a line in the path you want the ball to take, moving it right to the screen edge. You can position the line however you want, as long as you keep pressing the key and mouse button. Once you let go of the button, DPaint will paint the brush on succeeding animation frames, from the start point of your line to the end.



Gradually the animation builds up; shadows appear on objects already drawn to give a true feeling of depth.

7 To add the actual ball, press the F1 key to bring the brush back, and repeat the line drawing, but position the brush slightly ahead of its shadow for the start position; this way when you draw it, it won't obscure it.

8 Repeat the above as many times as you like; remember that by entering a number smaller than 12 in the N.Total box, you will effectively make



Objects can be drawn appearing from any angle - diagonally as well as horizontally or vertically. Don't clutter up the screen with too many though, because this will slow down your playback speed and also appear confusing.

your shadow and brush move faster during the animation. As you build up moving objects, see how the Halfbrite mode adds shadows to objects already drawn.

9 Once you master the technique, you can add revolutions to your brushes (experiment with numbers in the x, y and z Angle boxes in the Move requester). In the same way, text brushes can be moved around the screen, casting realistic shadows.

**Idea:** No matter how complicated your background, you can still have realistic, odd-shaped shadows. Text gives super results, and so do animated brushes. To simulate a moving object nearing the background, start off with a large shadow decreasing to the size of the actual brush. You could also try distorting the brush to give a long, thin shadow to an object when you intend to simulate low-key lighting.

# TUTORIAL 3 BRILLIANCE: HOT AIR!

**Object of effect:** To use Brilliance's translucency settings in conjunction with start and end-points in an animation.

**Mode:** 256 colour, low-res

The Brilliance animation requester can be intimidating to someone used to Deluxe-Paint's simpler model. However, a little time spent working with it will be repaid tenfold because it offers some truly professional results. And one of the most useful features it gives you is the chance to place brushes at the start and end of their movement; Brilliance then works out the tweens. Here's a simple example to help you get familiar with this powerful feature.

Select maroon as the background colour (right click the pointer in the right-hand colour on the default palette's top row). Clear the screen. Select the text requester (click on the A icon on the toolbar), and select a font with large characters. Remember, unlike DPaint you need to type in your text in the font requester. You can write your own slogan if you like, but if you spread it over more than a single line (ours is over three) you will have to go through this procedure for each line.

You may notice that I've given the text a drop shadow effect to make it stand out. To do this, cut out the entire text as a brush, and select black as the background

colour. Position the text on screen, and click the right mouse button, this paints an outline of the text in our background colour. Finally just move the text brush slightly and paint it down over the black version with the left button.

1 Call up the Animation requester (Click the movie camera icon), and click on the Start button; enter 10, to create 10 frames based on the current text screen.

Switch to the Spare drawing screen (keyboard j). This is where we'll create the balloons. They are made in two parts: an elongated oval drawn with the ellipse filled tool, and a freehand-drawn end,

tied with a piece of string. Add a highlight dot at the top right, and a shadow curve at the lower left. Don't worry if it's not too authentic at present, because we will be painting it down with only 50% translucency, so the blemishes won't really show.

2 Once one balloon is drawn, cut it out as a brush, and paste it down three more times to save having to redraw it. Now, using the Fill colour tool, re-colour the other three balloons in different shades - we've chosen blue, green, red and beige, but it's a matter of choice.

3 You will also have to create an exploding balloon; this is not difficult when you use the fill freehand drawing tool. Simply draw small shreds around a central point, in roughly the same area as one of the balloons. Again, this will only be on screen for a frame, so no need for perfection!

4 Cut out the first balloon as a brush, and move back to frame 1 of the animation (press key j). Call up the animation requester (happily called The Path of Motion setup) by either pressing keypad 3, or click on the relevant icon (it looks like papers laid on top of each other; bottom row, third left). This is quite a large requester, but don't worry as you can make this temporarily disappear by pressing the Space bar at any time. Click on Reset to clear any previous settings, and then on the Start button. Set the Opacity value to 50%.

5 Press the space bar to expose frame one, and reposition your brush handle. You can do this via the brush storage requester (right click on the Scissors icon). Or more simply, press the ALT and z keys together, and place the on-screen crosshairs at the point on your brush where you want the handle to be. We need to place the handle near the top of the balloon to allow us to place it well down the screen.

6 Press the space bar to hide the requesters if they're still visible, and decide where you want the balloon to start from on the bottom edge of the screen. Once it's in position, right click the mouse button, and immediately press the u key to undo the action, which we did just for positioning purposes.

7 Bring back the animation requester, and click on the Brush button. This will set the co-ordinates in the Start section to the location just earmarked with the mouse click. Clever! Next, click on the End button, and repeat step 9 - only position the brush where you would like it to finish. You might want it to disappear off the top of the screen totally; in this case, move the brush handle to the very bottom of the string before positioning it.

8 Ensuring that the End opacity is set to 50% to match the start value, the frame count is set to 10, with Start frame at 1, and End frame at 10, you can Preview your animation: When you are satisfied that the movement is what you want, click on Draw, and Brilliance will do the rest.

## Snap crackle and pop!

There's just no stopping these see-through balloons is there?

Repeat the above for however many balloons you think look good, but don't clutter up the screen with too many. Place them at different points, and have some waiting sideways as they move upwards.

11 The balloon popping effect is the icing on the cake, and we should do this manually for precision. First, cut out the balloon matching the popped balloon's colour, and then remove the animation requester.



This is Brilliance's opacity control. We need to manually set this for the final bursting balloon, so set the figure to 50% before placing the last balloon.

Click on the Translucency icon (it's below the A text icon), and set the opacity to 50%. Make sure your animation is on frame 1 (The current frame number is shown on the toolbar to the right of the palette). You can move backward and forward through frames by pressing keys 1 and 2. Position your balloon, and click to paint it down. Move it upward slightly, and press key 2 to move to frame 2, where you can paint down the half-opaque balloon. Repeat this until you reach frame 6. Now select your brush for the popped version by going to the Spare screen and cutting it out. Place this into the animation in sequence with the other 5, so it appears the balloon has moved up screen, then burst suddenly and disappeared.

12 Press key 4 to watch the animation play **idea:** Being able to visually define a start and end position for a brush means greater control over an animation. This ability leaves DPaint rooted to the spot, and will do away with any painful guesswork. The opacity function will allow you to move glass and other transparent objects simply about the screen. **CU**

## Snap crackle and pop!

By changing the brush to the bursting balloon, and keeping opacity to 50%, gaze down the burst, in the final position on one frame. That way, when the animation is played, it will appear to burst, then disappear for the rest of the sequence.

### NEXT MONTH

Peter will be sharing more animation techniques in our unique DPaint and Brilliance tutorials. And once again, the emphasis will be on hands-on step by step guides to help you understand the power of these two great packages, and develop your own skills.

By drawing just one balloon, then cloning it and re-colouring it, you can save a lot of work. The bursting balloon effect was created using the tweens at its option, and drawing out irregular shapes to suggest an explosive force.



# CITIZEN DOT MATRIX AND INKJET PRINTERS 24-PIN only £129

## FREE! FROM SILICA

- **DELIVERY** - Next Day - Available in the UK mainland
- **2 YEAR WARRANTY** - Fully Comprehensive
- **PRINTER KIT** - With Citizen dot matrix printers from Silica
- **WINDOWS 3.1** - Free Windows 3.1 Driver with Printer Kit
- **HELPLINE** - Technical support during office hours

### FREE! PRINTER KIT WORTH £37.56



- FREE PRINTER KIT INCLUDES:**
- 24-pin with Amiga Print Manager
  - 24-pin with Windows 3.1 Driver
  - 1.1 Metre Parallel Printer Cable
  - 200 Sheets of Continuous Paper
  - 50 Continuous Tractor Feed Address Labels
  - 50 Continuous Tractor Feed Disk Labels

**AMIGA PRINT MANAGER**  
Prints using the dot matrix, all colour images and most other colour. Available for 100 pages as part of the Silica Printer Kit.

**Kit Value £49.95**



- 24 pin - 80 column
- 180ips Draft (12cps)
- 64cps LO (12cps)
- 8K Printer Buffer
- 5 Fonts: 3 I.D, 2 Scalable
- Parallel interface
- Graphics Resolution: 360 x 360dpi
- 2 Emulations: Epson & IBM
- Citizen Emulation Autofac Facility
- Quiet < 45dB(A)
- Built-in 50 Sheet Automatic Feeder

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**

## CITIZEN ABC 24



**COLOUR OPTION AVAILABLE**

**SAVE £10**  
OFF PREVIOUS PRICE OF £139

## PORTABLE THERMAL 126 CPS

WITH COLOUR OPTION



**SAVE £20**  
£199

- 126 cps
- 24 pin
- 180ips Draft (12cps)
- 64cps LO (12cps)
- 8K Printer Buffer
- 5 Fonts: 3 I.D, 2 Scalable
- Parallel interface
- Graphics Resolution: 360 x 360dpi
- 2 Emulations: Epson & IBM
- Citizen Emulation Autofac Facility
- Quiet < 45dB(A)
- Built-in 50 Sheet Automatic Feeder

- 24 pin - 80 column
- 180ips Draft (12cps)
- 64cps LO (12cps)
- 8K Printer Buffer
- 5 Fonts: 3 I.D, 2 Scalable
- Parallel interface
- Graphics Resolution: 360 x 360dpi
- 2 Emulations: Epson & IBM
- Citizen Emulation Autofac Facility
- Quiet < 45dB(A)
- Built-in 50 Sheet Automatic Feeder

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**



**COLOUR OPTION AVAILABLE**

**SAVE £10**  
OFF PREVIOUS PRICE OF £139

## INKJET 180 CPS



**2 YEAR WARRANTY**



**2 YEAR WARRANTY**

## 9 PIN 240 CPS



**2 YEAR WARRANTY**

## 24 PIN 270 CPS



**2 YEAR WARRANTY**

## 80 COLUMN



**2 YEAR WARRANTY**

## 24 PIN 300 CPS



**2 YEAR WARRANTY**

## 80 COLUMN



**2 YEAR WARRANTY**

### FREE DELIVERY

### FREE DELIVERY

### FREE DELIVERY

### FREE DELIVERY

### FREE DELIVERY

### FREE DELIVERY

### FREE DELIVERY

**FREE DELIVERY**

**24 PIN 180 CPS**

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**

**Kit Value £179.95**

**FREE DELIVERY**

**9 PIN 240 CPS**

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**

**Kit Value £179.95**

**FREE DELIVERY**

**24 PIN 270 CPS**

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**

**Kit Value £179.95**

**FREE DELIVERY**

**80 COLUMN**

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**

**Kit Value £179.95**

**FREE DELIVERY**

**24 PIN 300 CPS**

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**

**Kit Value £179.95**

**FREE DELIVERY**

**80 COLUMN**

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**

**Kit Value £179.95**

**FREE DELIVERY**

**24 PIN 300 CPS**

**2 YEAR WARRANTY**

**FREE! PRINTER KIT WORTH £49.95**

**Kit Value £179.95**



## THE SILICA SERVICE

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. We offer our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the Silica Service.

**FREE OVERNIGHT DELIVERY:**  
On all business orders shipped in the UK mainland (There is a small charge for Saturday delivery).

**TECHNICAL SUPPORT HELPLINE:**  
A team of technical experts will be at your service.

**PRICE MATCH:**  
We match competitors on a "same product - same price" basis.

**ESTABLISHED 15 YEARS:**  
We have a proven track record in professional computer sales.

**PART OF A BORN A TEAM COMPANY:**  
More than 200 staff - We are solid, reliable and profitable.

**BUSINESS & EDUCATION & GOVERNMENT:**  
Volume discounts are available. Tel: 081-309 1111.

**SHOWROOM:**  
We have demonstration facilities at all our stores.

**THE FULL STOCK RANGE:**  
All of our computer requirements are available from one centralised stock.

**FREE CATALOGUES:**  
If you're not sure, with special reduced price offers, as well as details on all offers and peripherals.

**PAYMENT:**  
We accept most major credit cards, cash, cheque or monthly terms. V.A.T. 24% - written quotes on request.



## MAIL ORDER PLUS TECHNICAL AND HEAD OFFICE 081-309 1111

- 1-4 The Mills, Wetherby Road, Beccles, Norfolk, DA14 4DX
- PLUS BRANCHES AT:**
- Bristol:** Debenhams - Cheeshead, St James Road, 0272 291621
  - Cardiff:** Debenhams - Cheeshead, 27 High Street, 0248 35511
  - Croydon:** Debenhams - Cheeshead, 11-21 North End, 081-680 445
  - Glasgow:** Debenhams - Cheeshead, 91, Argyle Street, 041-271 1801
  - Leeds:** Debenhams - Cheeshead, Millbrook, 0455 381389
  - Leicester:** Debenhams - Cheeshead, 100, Victoria Road, 0532 281151
  - Levensham:** Debenhams - Cheeshead, 100, Victoria Road, 0473 221313
  - Liverpool:** Debenhams - Cheeshead, 100, Victoria Road, 071-580 4000
  - Luton:** Debenhams - Cheeshead, 240, Oxford Road, 071-440 3735
  - Manchester:** Debenhams - Cheeshead, 240, Oxford Road, 071-440 3735
  - London:** Debenhams - Cheeshead, 240, Oxford Road, 071-440 3735
  - Nottingham:** Debenhams - Cheeshead, 240, Oxford Road, 071-440 3735
  - Sheffield:** Debenhams - Cheeshead, 240, Oxford Road, 071-440 3735
  - Southampton:** Debenhams - Cheeshead, 240, Oxford Road, 071-440 3735
  - Wetherby:** Debenhams - Cheeshead, 240, Oxford Road, 071-440 3735

## PLEASE SEND A BROCHURE ON THE CITIZEN RANGE

Mr/Ms/Ms/Ms/Ms: ☐

Surname: \_\_\_\_\_

Company or business: \_\_\_\_\_

Address: \_\_\_\_\_

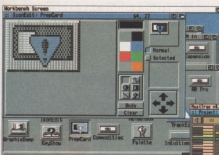
Postcode: \_\_\_\_\_

Tel (Home): \_\_\_\_\_

Tel (Work): \_\_\_\_\_

Which computer(s), if any, do you own? \_\_\_\_\_

# GAMES PROGRAMMING WITH BLITZ BASIC 2



Blitz provides full access to the entire range of Intuition facilities including custom screens, windows, pull down menus and gadgets.

Okay, okay, I know the headline says 'Games Programming', so why cover *Intuition*, the Amiga's windowing interface? After all, we all know that *Intuition* is about as well suited to games programming as AmigaBASIC (even if Commodore would have us believe otherwise).

Well, the answer is very simple — understanding the commands provided by Blitz for interfacing with *Intuition* comes in very handy if you need to write small utilities or front ends for your games software. Only recently I was working on a project that needed a large number of data files to be read and written to the hard disk. I needed a utility. Acid kindly provided two of the utilities I needed — the Blitz map editor and the 'ShapesMaker' utility which cuts Shapes from any standard IFF file. Even these utilities are fully *Intuition*-based, so it's easy to see why *Intuition* is so important. The other utilities I needed: a 'floor' editor, a character editor and a utility to generate several views of the same IFF brush in 3D perspective, could quite easily have been written in BLITZ mode but programming them under *Intuition* proved to be easier and faster.

Many experienced games programmers would probably disagree that *Intuition* is faster to program than the Amiga's hardware and, under normal circumstances, I'd agree. Writing applications in a language such as 'C' that interfaces with the system data structures is possibly even more long-winded and time consuming than straightening blades of grass in your garden. With *Blitz Basic 2*, however, *Intuition* couldn't be more straightforward.

## SCREEN SCENE

Any utility that you write that makes use of Intuition must create or link to at least one screen and one window. Without these two basic elements, your utility or application won't be able to use Intuition's unique capabilities. Screens aren't really that much

**Blitz Basic 2** isn't just a great games programming language, it also happens to offer some great *Intuition* support too. **Daniel O'Connor** explores this little used area of *Blitz* programming.



Programming intuition-based utilities and applications in Blitz Basic 2 couldn't be easier! This music editor was written in under one week!

of a problem as you can assume that whenever your program is run, there's at least one *Intuition* screen open – the Workbench screen. In order to "grab" this screen so that you can open a window on it, you need to get a pointer to it using the following *Blitz* command.

WBToScreen: 0

What this does is to get a pointer to the Workbench screen which is then stored in screen pointer zero.

Therefore, whenever you refer to screen zero in your own program, Blitz will automatically assume that you're talking about the Workbench screen. Simple eh!

All very well and good, but who wants to use the Workbench anyway – after all, most applications use their own 'custom' screens. And, thanks to the wonders of Blitz, you'll be pleased to learn that these aren't at all hard to create. Indeed, all you need is a single command – Screen (imaginative name, eh?). The format of the screen command is as follows.

Screen SCRNUM, FORMAT, SCRNAME

**SCRNUM:** The SCRNUM parameter is simply an identifier which gives the Blitz programmer a method of distinguishing between one screen and another. Each screen that your application or utility makes use of must have a unique screen number starting from zero.

**FORMAT:** This all important parameter defines not

only the resolution of your intuition screen, but also the number of biplanes that are allocated to it (if depth). The first part of the number between one and six defines how many biplanes the screen is to have. If you only tell Blitz how many biplanes to allocate, it will assume that you want a low resolution, non-interlaced screen. If you want to use a different screen mode, however, (giving you a higher resolution) all you need to do is to add 8 to the number of biplanes for a medium resolution screen (640 pixels across) and sixteen to switch on interlacing. A value of '12', for example, would give you a 4 biplane medium resolution screen (4+8).

**SCRNAME:** The SCRNAME parameter is the simplest of the lot as simply tells *Blitz* what to print in the screen's titlebar. For example, you can feed the Screen command just about any string of characters that you want providing that they are standard ASCII characters.

## THE SQUARE WINDOW...

Once you've opened an *Intuition* screen (or you've managed to get a pointer to the *Workbench*), you can then take your utility a step further by opening a window on it. Windows form the foundation of just about all *Intuition*-based programs as they act as an interface between your program and the user. If you don't open a window, your program won't be able to display anything on your Amiga's screen!

Opening windows under Blitz Basic 2 is very simple indeed but before we get too bogged down in code, we need to take a look at 'IDCMP' ('Intuition Direct Communications Message Port'). IDCMP ports are attached to all windows that are opened by Intuition. The IDCMP provides your program with a method of informing your program of the actions of the user.

Your program doesn't want to know everything that happens, only those 'events' that will have an effect on how the program should operate (whether the user has resized a window, clicked on a gadget or whatever).

In order to get the Amiga to tell your program whenever a particular event occurs (the user has inserted a disk or clicked on a gadget, for example), you need to tell Blitz what IDCMP "messages" you're interested in receiving. It's worth noting, however, that because IDCMP ports are attached to windows, each window can have its own set of events that it's interested in. What's more, most

events are completely local. If, for example, you opened two windows containing gadgets and then instructed the Amiga to inform the windows whenever a gadget was clicked, only the window which held the gadget that was clicked would be informed of the event in question. Phew!

Anyway, now we've got the theory out of the way, let's move onto the Blitz command that makes it all possible - DefaultIDCMP. This command tells Blitz which IDCMP 'messages' any windows that you create after the command has been called will be interested in. If you want to change the events for each window, simply call DefaultIDCMP, open your window, call the DefaultIDCMP command again and then open another window and so on. The command expects to be fed a list of IDCMP 'flags' - here's a list of all those documented in the Blitz manual.

#### FLAG EVENT

\$2	Report when window is resized
\$4	Report when window's contents have been corrupted
\$8	Report when either mouse buttons have been hit
\$10	Report when the mouse pointer has moved.
\$20	Report when a gadget is pushed down
\$40	Report when a gadget has been released
\$100	Report when a menu item is selected
\$200	Report when window close gadget is clicked
\$400	Report when a keypress is detected
\$8000	Report when a disk is inserted into a drive
\$10000	Report when a disk is removed from a drive
\$40000	Report when a window has been activated
\$80000	Report when a window is deactivated

Don't worry too much if you don't entirely understand all of the above flags, you'll find that you'll actually only use a couple of them anyway. The main ones to take note of is \$20 (a gadget has been pushed down), \$100 (menu item has been selected), and \$200 (the window close gadget has been clicked). All the rest will only be of use when you start writing larger or more complex programs.

Once you've worked out which IDCMP flags you'd like to attach to your window, you need to inform Blitz using the DefaultIDCMP command we discussed earlier. Although the command does expect only one value to be passed (which you can get by adding all the flags together - don't forget that they are hex values), the simplest way is to use a vertical bar symbol ('|') to separate each flag like so -

```
DefaultIDCMP $20|100|200
```

Once you've defined which IDCMP flags you're interested in, you can then open your Intuition window and Blitz will automatically attach the IDCMP flags to your new window. The command to open an Intuition window under Blitz

is, surprise, surprise, Window (tough going this, eh?). The format of the Window command is as follows.

```
Window WINNUM, X, Y, W, H,  
FLAGS, TITLES, OPEN, BPN,  
GADGETLIST
```

**WINNUM:** Just like the 'Screen' command, the 'Window' command needs some way of keeping track of the windows that you create. The 'WINNUM' parameter is therefore used as an identifier that allows the Blitz programmer to distinguish between other windows that you may have created. Once again, each window must be given its own unique identifier number.

**X/Y:** The 'X' and 'Y' parameters define where on the screen the top left hand corner of the window is to be placed relative to the top left hand corner of the screen.

**W/H:** Not surprisingly, the 'W' and 'H' parameters define the width and the height of your window respectively. Both values are expressed as pixels relative to the top left hand corner of the window.

**FLAGS:** The most important parameter of the lot has to be the 'FLAGS' parameter which controls how your Window will look and which 'system gadgets' it will offer the user (an example of a system gadget is the window close gadget or the window sizing gadget). The 'FLAGS' need to be passed in the same way as those expected by the 'DefaultIDCMP' command that we discussed earlier. Each 'flag' can be separated by a vertical bar symbol '|'. Here's a quick rundown of all the flags on offer.

#### FLAG EFFECT

\$1	Adds a sizing gadget to your window
\$2	Allows window to be 'dragged' by its title bar
\$8	Adds a 'depth arrange' gadget
\$9	Adds a Workbench 2.0 'minimise' gadget
\$10	When a window sizing gadget is attached, the gadget's 'margin' will run along the right hand side of the window.
\$20	This flag will make the sizing gadget's margin run along the bottom of the window.
\$100	Opens the window in 'backdrop' mode so that all other windows are displayed in front of it.
\$400	This 'GIMMEZEROZERO' flag adjusts the boundaries of the window so that when you draw into the window, the window imagery (the drag bar, window border and system gadgets) are not touched. Always set this flag.



Intuition may not be particularly useful to the games programmer but you'll be amazed how much it crops up - even the Blitz 'ShapesMaker' utility is written under Intuition!

**\$800** Opens up your window without any borders on it.

**\$1000** Activates the window once it is opened. If you do not add this flag, the window will not be activated when it is opened.

**TITLES:** Just like the 'TITLES' parameter in the 'Screen' command, this parameter simply provides Blitz with a string of text that is placed into the Window's drag bar upon opening.

**OPEN/BPN:** If you've got an Amiga that is based around Workbench 2.0 or greater then simply ignore this parameter. Under Workbench 1.3, this parameter allows you to control the detail and block pens that are used to render the window borders and gadgets.

**GADGETLIST:** If you want to add gadgets to your window, you must create a 'gadget list' beforehand. The number of the gadget list must be passed to the Window command so that the gadgets are attached when the window is opened.

#### LEARN BY EXAMPLE

Right, that's enough of the theory, here's a demonstration listing for you to get your teeth into. Don't expect anything too impressive, all it does is to open up a custom screen and a window which can be resized and dragged around the screen. Once you've finished playing, click on the window's 'close gadget' to quit. Go on, give it a spin...

```
*** Blitz Basic Intuition
Demonstration
*** By Daniel O'Connor

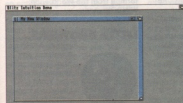
Screen 0,12,"Blitz Intuition Demo"

close gadget event...

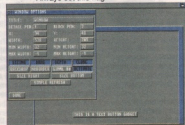
Window
0,0,11,640,245,51|2|58|5F|1000,"My
New Window",1,2

Repeat
IDCMP.1 = WaitEvent
Until IDCMP <= 0

CloseWindow 0
CloseScreen 0
End
```

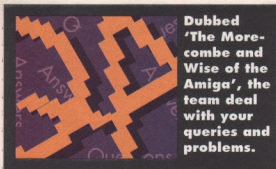


Type in this month's listing and this is what you'll get - a lovely custom screen complete with a window that can be resized, minimised, dragged around the screen and depth arranged to your heart's content! We really are too good to you here at CU AMIGA, we really are.



If you don't quite feel up to the task of coding Intuition front ends from scratch then you can always use the 'IntuiTools' utility bundled with Blitz. This allows you to design your user interface using the mouse and it then outputs the results to disk as Blitz source code!

There you go. Simple and straight to the point.



**Dubbed  
'The More-  
combe and  
Wise of the  
Amiga', the  
team deal  
with your  
queries and  
problems.**



**JOHN  
KENNEDY  
"If I  
didn't**

**have an Amiga I'd  
probably have a  
Jupiter Ace. Who  
really needs disk  
drives anyway? "**



**ANDY  
LEANING  
"I prefer**

**PCs run-  
ning Windows to  
be really honest.  
Ouch, ouch - no  
I'm only joking..."**

## CROSS PLATFORM LINKING



I have an A500 Plus, and am going to buy an A1200. What I want to know is can you link the 500+ to the A1200 via the null modem cable?

I'm thinking about getting a colour printer. Can I use it to print still images from a game which doesn't have a print option? Does the Action Replay do this?

D. Evans, Anfield, Liverpool

Any two Amigas can be connected

via the null modem cable - it doesn't matter what model they are. I've connected an A4000 to an A500 several times. Unfortunately, the version of Lotus Turbo 2 I have won't run on the A1200, even with all the caches off, original chip set selected and a Relokicked 1.3 workbook. Later versions of Turbo included on various compilations might be okay. *Stunt Car Racer* works a treat.

If the game runs under Workbench, you can use a utility such as the public domain program *ScreenX* to 'snapshot' the display as an IFF image. This file can then be loaded into *Deluxe Paint* and printed.

Unfortunately, most games don't run in this way and so the Action Replay cartridge will be the only way of grabbing a screenshot (unless you want to buy some extremely expensive Apple Mac equipment like we have here at the CU AMIGA offices.)

The Action Replay can save screens as IFFs which are ready for printing with *Deluxe Paint*. Remember that the cartridge only works on the A500/500Plus - not the A1200.

## DO THE IMPOSSIBLE



After playing your coverdisk demo of *BC KID*, I realised that the programmers had done something which I thought was

impossible on an Amiga: they made the display look like a SCART console/arcade machine by stretching the display.

Is there any way I can do this in AMOS or Blitz Basic? If it involves writing my own copper lists, is there a book which will help me to do this?

Simon Walklate, Stoke-on-Trent

All games programmers go to great lengths to do something which can make you go "Wow". But don't you love it when you realise something clearly amazing that you have seen is possible? In this case, the effect of expanding

the screen certainly improves the display. Achieving a similar effect can be done quite easily if you have an A1200 or A4000.

Reset the computer and hold down both mouse buttons. Press the space bar once, the display should expand as the computer toggles into 60Hz NTSC mode. Select NTSC from the display menu, choose boot and pop your favourite game into the drive.

If you are playing something like *Frontier*, the display is terrifically enhanced and even better: the game runs slightly faster. Try it and see if you really don't believe it!

## WHAT NEXT?



I own an Amiga 500+ and am interested in purchasing a modem. I have some questions which I hope you can help me with:

1. I would like to know some recommended modems within a price range of £100-£200. I need one that will also work with an A1200 if and when I upgrade.

2. What can I use my modem for?

3. Are they particularly hard to connect to an Amiga?

4. How much will it cost to run? Robert Kay, St. Annes, Lancashire.

Glad to see the *Wired World* column is having an effect, we are getting more and more enquiries about Comms. To answer your questions:

1. The USRSportster 14.400 and Supra 14.000 are both excellent buys, and are similarly priced. Both will work in any Amiga (or in fact, any PC) as they connect to the universal standard RS232 serial port.

2. You don't know? Why do you want to buy one then? Anyway, with a modem connected to your computer and some suitable (public domain) software running, you can connect to the thousands of bulletin boards around the world.

You can download the latest software, send electronic mail and by joining a network such as FidoNet you can partake in discussions on just about anything. A modem is the most exciting peripheral you can possibly get for your Amiga.

3. No. A lead connects the modem to the serial connector at the rear of your Amiga. It takes seconds to connect, and as long as both the Amiga and modem

are switched off, nothing can go horribly wrong.

4. Depends how much you use it. If you call local boards several times a week, you might not notice the extra on your phone bill. However, if you need to call further away stick to weekends or evenings or you will get a shock when the bill comes. A modem doesn't cost any more to use than a normal telephone call, but it's easier to stay on longer if you aren't careful.

## IN THE RAW



1. Is it possible to convert raw picture data back into an IFF?

2. Using an interface is it possible to format a PC hard drive to work with the Amiga? If so, what is its lifespan?

3. How can I hide files on a floppy disk so that they definitely can't be used from Workbench.

N. Hornby, Huyton, Liverpool

1. Raw image data is pretty pointless, unless you happen to know several important details: How many colours? What resolution is it in? Is it compressed? If you do know, your best bet at displaying it is to write a program in C or Assembler. Sound tricky? It is, and it's also why the IFF standard was created in the first place.

2. An A1200 has an IDE hard interface built-in, so if the PC hard drive also supports the IDE standard, it is possible to connect them. Most makes of drive will work perfectly with the Amiga, and if the drive is a 2.5-inch device rather than the more standard 3.5-inch drive, it's also possible to easily pop it into the A1200's case. As for lifespan - who knows? Most modern hard drives will last years, and as long as you don't drop them an IDE drive should last at least until 2004.

3. Short of hacking up your own bootblock, try deleting the .Info files. Without them, the icons won't appear on the Workbench until a SHOW... ALL FILES is performed from the Workbench WINDOW menu.

## LITTLE BROTHERS...



I got an A1200 for Christmas, and have had no problems with it until now. When I came back from a school holiday to Italy I learned

that my seven year old brother had been playing my games. I suspect that he has pulled the joystick out of

the Amiga without switching it off, because I have noticed that the games are working slower. Has my brother destroyed some of the 2Mb RAM or the AGA chipset?  
**Carl Bullen, Gateacre, Liverpool**

I was also taught to share with my younger brothers, but of course I would be miffed if I thought anyone had broken my Amiga.

However, it is extremely difficult to imagine how a change of speed could be caused by damaging the joystick port.

Perhaps after your holiday you had forgotten the sort of speed un-expanded Amigas work at? Have you tried using a friend's computer and comparing them?

Of course, anything is possible, so if you want to check your memory you might like to pick up a copy of some diagnosis software. Many PD libraries (17 Bit for example) produce disks which include programs written to test every aspect of the Amiga hardware. In this case your brother probably isn't to blame - unless he somehow managed to infect your computer with a virus.

## THE SAMPLE FACTS

1. I have a lot of PD music disks that have whole sampled songs on them, yet they run perfectly well on a 1Mb Amiga. I would love to be able to do this, so please tell me, how is it done?

2. I have read somewhere that I could expand my A600 up to 10Mb of RAM, only I have only seen 1, 2 and 4 Mb upgrades.

3. I am planning on Parnet to add a CDTV to my A600, with the sole purpose of using its CD-ROM drive. What peripherals would the CDTV need?

4. How much should I pay for a second hand CDTV?

5. Why is CU Amiga so good?  
**Billy Ramsey, Harthill, Shotts.**

1. There are two ways of getting really long samples, for example an entire song, to play back on 1Mb machines. The first is to split the song into chunks and sample each: for example, intro, chorus and verse. Then use a tracker program like *OctoMED* to play the chunks back in the right order. It takes time to get the sample lengths perfect, but it can be done.

The other way is to get hold of some sampling software that will play samples back from disk. The playback rate will be quite low, but you can fill the entire disk with sound if you like...

2. The A600 comes with 1Mb of

Chip Ram. You can add another 1Mb of Chip Ram (and a clock if you like) in the trapdoor, but 2Mb Chip Ram is the maximum. You can also add more memory via the PCMCIA slot on the side, but although theoretically it's possible to add another 8Mb card here, in practice the largest available seems to be 4Mb. Adding memory in this way is expensive, but unfortunately the A600 isn't very expandable.

3. The CDTV won't need anything else - only the special parallel cable to connect it to the Amiga. Unlike its replacement (the CD32) the CDTV has every possible interface on the back of the case.

4. Check that it's working perfectly and comes with disk drive and keyboard, and then offer £150. No more. Remember you'll get a brand new CD32 for £250.

5. Shucks, I dunno. Could it be because it's written by dedicated Amiga fans?

## WHICH COMPUTER

The small company that I work for requires a computer to perform many tasks. I was hoping that you could advise on the best choice as we can only afford to buy one computer to do all the tasks. Our absolute top budget is £1,000. Above all the computer must be easy to use.

The tasks it must perform are:

- Accounting,
- Word Processing,
- Database

Up to now most computers, including our present Amstrad PCW9512, would be able to cope, but here comes the snag:

- Video titling, frame grabbing
- Scanning in artwork.

I have considered a few computers, namely an A1200. But would it be able to cope with 1, 2 and 3? If not which computer should I get?  
**Philip Brown, Tatsfield, Kent.**

You are asking an awful lot, especially with a budget set at £1,000. You have really got a choice - it will have to be an Amiga. The only other possibility is a IBM PC clone, but getting the hardware for the video and graphics requirements would push you well over budget. Besides, video is where the Amiga really excels.

Get an A1200, a hard drive and a monitor and you should have enough change to buy a cheap genlock and a video digitiser.

With careful shopping, you'll still have enough left over to get Word Processing, Accounts and Database programs. Anyway, you don't seriously expect me to tell you to buy a clone, do you?

## MEMORY MATTERS

I have an A500 with 3Mb of RAM. The machine is one of the last to be built, and has an A500+ motherboard. It has 512K Chip Ram, 512K in the trapdoor and a 2Mb memory expansion on the slot on the side. My question is: can I use the A570 CD-ROM drive on the machine without having to upgrade it to 1Mb of Chip memory.

I know that I would probably not be able to run most CDTV games, but could I access the 17 Bit CDs or the Amnet CD? Also, could I play music CDs from Workbench?  
**Andrew Davidson, Downpatrick, Co. Down.**

Some confusion here I think - if your A500 is really an A500 Plus it will have 1Mb of Chip RAM as standard, and any other memory added to the trapdoor will also be Chip RAM. Check by typing 'AVAIL' at the Shell and watch to see how much memory is free. An A500Plus can be quickly identified as it has two extra 'blank' keys on the keyboard near the shift keys.

An A500Plus will work perfectly well with the A570 CD-ROM: indeed the A570 was designed specifically for the A500 Plus in the first place. You will be able to play CDTV games (why you should want to...) and yes, it can be used to access any Amiga PD CD-ROMS, such as the excellent 17Bit and Amnet sets. You can also play music CDs.

If your A500 isn't really a plus (which it isn't if you only have 512K of Chip Ram) then you can still use the drive if you have a 1Mb Agnus, but some CDTV software (games) won't work. Apparently, the 1Mb of Chip Ram isn't essential to the operation of the drive.

## VIDEO NASTY

My A1200 won't output to video! It works with a monitor, but when I plug the computer's Composite Out into the video recorder's Video In socket, I can't get a picture.

I've also connected the Amiga's RF-OUT to the TV's aerial socket without success. The video was bought in Cyprus but converted for use in the UK. I had an internal hard drive fitted, and I'm starting to worry that the shop might have removed or disconnected some cables.

**Mel Popple, Fakenham, Norfolk.**

First things first, the video hardware inside the Amiga is

connected directly to the motherboard, so no cables could have been removed. Therefore there aren't any to unplug.

The fact that the computer works with a monitor is encouraging, but you should definitely get a picture when the composite out is connected to the video in. It sounds an obvious thing to check, but is the video set for AUX or EXT video in? It's unlikely that being converted from Cyprus to UK standards could have any adverse effect, as both use normal PAL signals.

However, the fact that you can't get a picture from the modulator is worrying. If you don't get a picture on a friend's TV or Video, it sounds as though the Amiga is faulty and will need repair. As the RGB video output is working (you can use a monitor) you might be able to get around this by using a genlock, as they connect to the RGB port and some include a Composite Out signal. You might also be able to use an external modulator, such as that used with the A500.

## SPECTRUM

I have a Sinclair ZX Spectrum, and plenty of cassettes of Spectrum Tasword2 files. I want to transfer all of these files to plain Amiga ASCII. Could you tell me how to go about doing this?  
**Alan Britton, Braintree, Essex.**

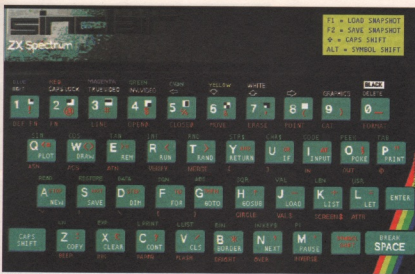
If you can somehow get an RS232 serial interface for the Spectrum, you might be able to copy the files across in that way, but I don't hold out much hope.

If you get hold of one of the excellent Spectrum emulator from a Public Domain library, and connect a standard sound sampler to the Amiga's parallel port you can actually save and load programs and data from cassette, as you did with the Spectrum. The emulator works perfectly by the way, and usually comes with a load of classic Spectrum games which can be loaded from disk. It's a real time warp!

However, assuming you have loaded the Tasword program, and loaded the documents that still leaves the problem of getting the text into Amiga format. There is no official way of doing this, but try the following:

1. Save the Tasword program and document as a 'snapshot' to Amiga's disk.

2. Run a text editor program such as *Cygnus Ed* (or *GoldEd*) and load in the snapshot. There will be lots of garbage around, but you should be able to find the text.



Relive those halcyon days of youth with a Spectrum emulator. It's only when you have to resort to loading from tape when you realise how lucky you really are.

3. Cut and paste the text back to disk, where it can be reformatted.

If anyone knows a better way of transferring data from classic old Spectrums, please get in touch and send your ideas to John Kennedy at the usual address!

## FLAMIN' FLICKER

I have an A1200, but I've noticed that some software seems to suffer from a flickering screen, whereby the picture changes from colour to black and white. The most regular offenders include *WordWorld* and *TurboSound*.

Why does the Amiga crash on division by zero errors? Surely it's smart enough not to perform the operation if the result is always going to be a fatal error?

I tried to connect my TV up to the Amiga using a SCART cable, but all I got was a black screen. I am very interested in Comms, and will have probably bought a modem by the time you read this.

Most magazines who run a Comms section say that it is polite to upload at least one of your files for every one or two you download.

Here's the problem: the only files I have are crap *Deluxe Paint* pictures and a few badly designed Imagine objects. Surely if I upload these I am more likely to offend than be polite.

What else could I upload as I don't want to be a free-loader? David Pym, Leighton Buzzard.

The flickering is caused by a faulty modulator. A large number of early A1200s suffered from this problem, and recently there has been an upsurge in reports as first time users (who used a monitor) have sold on their machines to newcomers using a TV set. That's an important tip when buying a second-hand A1200 by the way - demand to see it run several programs using a television rather than a monitor.

The only course of action is to get it repaired professionally I'm afraid. Whenever the Amiga crashes, and the guru number comes up ending in xxxxxxx5, this means the CPU has failed with a 'division by zero'. Somewhere, a program has tried to use the assembly instruction DIV with a zero divisor. The CPU doesn't fail by itself, although it recognises this as an error and causes a Trap or Interrupt to occur. When the Amiga operating system gets wind of a Trap, it sticks up the Guru message. Other code are:

Guru Number	Meaning
00000002	Data or bus error
00000003	Address error (read/write to uneven address)
00000004	Illegal instruction
00000005	Division by zero
00000006	CHR instruction
00000007	TRAPV
00000008	Privilege violation
00000009	Single-step mode
0000000A	Line A emulator
0000000B	Line F emulator

You can't really blame the Amiga - the fault lies with programmer who decided that his program didn't need to check for a zero before calling a division routine. Blame them.

Try uploading your pictures and objects: no matter how bad they are, someone, somewhere will probably find them useful.

If you use several boards you could swap programs between them, or if you have access to CD-ROMs you could make friends by uploading programs from them. Only if you frequently download a lot of programs should you worry, and even then the Bulletin Board's own league table will keep reminding you.

## NET AGAIN

I have a 4Mb A1500 with a Commodore 1084s monitor and a 100Mb hard drive. I would like the same set-up plus an AGA based computer with a CD-ROM drive that would be able to access my hard drive on my A1500.

1. I have heard of a program called SERNET which will connect a CD32 to another machine via the serial ports. Would my A1500 then be able to use the CD32 as a CD-ROM drive? Would the CD32 use the floppy drives and hard drive on my A1500 to run floppy based AGA software?

2. If the above wouldn't work, would it work with a CD32 and SX1

expansion connected via PARNET?

3. If neither of these ideas work could I PARNET to an A1200 with CD-ROM drive?

4. Also, is it possible to connect my Amiga to a video recorder? I don't have a genlock, but I have a TV modulator.

Grant Laling, Edinburgh.

1. Running SERNET between the CD32 and the A1500 will enable the A1500 to access the CD-ROM drive, and the CD32 to use the floppy and hard drive. It should therefore be possible to run floppy-based AGA software on the CD32, BUT most games access the floppy drives directly, rather than go through AmigaDOS. Games like this would not be able to use the networked drives of the A1500 - bummer.

2. SERNET is the serial port version of PARNET, otherwise the systems are identical. If it works with SERNET, it will work with PARNET - only faster.

3. Yes, this would work too - providing you managed to get an A1200 CD-ROM drive.

Have you considered getting a Picasso II card for the A1500, and fitting a Tandem interface card and CD-ROM drive? In this way you would get better than AGA graphics with full CD-ROM access. You couldn't play CD32 games, but you could use an awful lot of modern software such as Art Department Professional and even read images from PhotoCD and display them in 16 million colours.

4. Plug in the modulator, and connect a lead from the VIDEO OUT socket on the modulator to the VIDEO IN socket on the video recorder. If you have a SCART video you will need one of those multi-standard video lead adaptor kits. Then set the video to record from AUX and off you go.

You might also try taking the modulated RF OUT signal from the modulator and connecting it to the aerial lead of the Video recorder. This method will also record sound, but it can be tricky getting the video recorder tuned in properly.

## NEXT MONTH

Well, that's it for another month. Please send queries into Andy and John's Q&A, CU AMIGA, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. We regret that we cannot reply to letters personally - all SAs will be read.



**PARADISE ISLE**

VAST HARDWARE, SOFTWARE AND ACCESSORY SUPPLIES AVAILABLE

PAST  
**CD32 SPECTACULAR VOYAGE PACK**  
ONLY £334.99

FOR THIS AND HUNDREDS OF OTHER SPECIAL OFFERS CONTACT  
PETE AT  
70, STANDFAST ROAD, HENBURY  
BRISTOL AVON  
TEL/FAX: 0272 500245

**NEW** Amivision Software

## Football Statistician Professional

League results database and analysis utility

- Store league results
- Analyse results with graphs
- Predict match results (Pools Prediction)
- Follow your favourite teams performance and form
- Store/Analyse any type of league with 2-24 teams (bowling, snooker, darts leagues etc.)
- Numerous statistics and display methods
- Many preferences and options
- Easy to use interface

An essential program for any football fan or for storing, analysing any other type of league.

**only £14.95!**

\* Please make cheques payable to: "S. Rensicks"

DEPT CU, 1 CHERRINGTON DRIVE, GREAT WYRLEY, WALSALL, WS6 6NE

**AMIGA SPARES & REPAIRS**

**POWER SUPPLY £18.99**  
(Exchange only)  
A500/A500+/A600

**A520 MODULATOR £16.50**  
(Exchange Only)

**A500/A500+ REPAIR £37.99**

CHEQUES/P.O. To:  
Omniadale Supplies  
8E Rowan Court  
Friaridale, Derby D11 184  
0332 291 219

**SCRIBBLE P.D.**

Disks £1.00 each unless stated  
75p for 20 or more P+P = 75p per order  
cheques & PO's to  
SCRIBBLE PD sorry no creditcharge cards

**LATEST** CAT DISK #1

1001 Tiger/Dale  
1002 T-Chess  
1003 Over/Over  
1004 Handball/Ch  
1005 Handball/Ch  
1006 Snake/Ch  
1007 Snake/Ch  
1008 Snake/Ch  
1009 Snake/Ch  
1010 Snake/Ch

PI Licenses Now In

Now available CD discs  
CDP1 116 111 £16.45 + 50p P&P  
Amind £16.45 + 50p P&P  
Fresh Fish £17.99 + 50p P&P

3 HILLDALE COTTAGES  
BUTTALL, BUTTALL  
IP9 3DT TELEPHONE NO: 0473 652586

F-1  
LSD  
T-BAG  
SCOPE  
ASSASSIN

**FORTRESS**

## AMIGA PD LIBRARY

OVER 1200 DISKS AVAILABLE  
ALL AT 95p INCLUDING P&P  
Send 3\*25p stamps For List Disk

Available are FULL SETS of:-  
Fired Fish, LSD Legal Tools  
Scope Disks, Assassins Games  
Assassins Utilities, T-Bag Disks  
PLUS

Graphics, Music, Slide Shows,  
Games, Clip Art, Fonts, Etc.,  
Far Too Many To List Them All

**Contact:- FORTRESS P.D.**  
26, SPENCER STREET, KEIGHLEY,  
WEST YORKSHIRE, BD21 2BU  
Phone:- (0535) 609263

**Real Time Clock**  
**A1200/A600/A500**

This compact battery-backed clock means just 7x 6 x 2cm. Installation is a simple fit onto the parallel port (keeping your warranty intact) and incorporates a throughput enabling all other peripherals to be used.

It comes complete with a disk containing some useful utilities including a calendar/diary program with a multiple alarm facility.

Now just £13.99 inc VAT (plus £1 P&P)

Phone direct enquiries to:  
KOE Products Ltd, 100, The Quadrant,  
Aldershot, Hants GU11 3W  
TEL: (01753) 400 801

**HORNESFT P.D.**  
**EST 1990**

OVER 8000 DISKS AVAILABLE FROM JUST  
30p to 70p

SEND A S.A.E. + DISK TO THE ADDRESS BELOW FOR A  
FREE CAT OR SEND CHEQUE/POSTAL ORDER FOR  
£1.00 FOR A CATALOGUE DISK

WE STOCK THE LOT! LSD TOOLS, FISH FISH UP TO  
97% ASSASSINS, SCOPE, JAH, ABIT,  
A1300 ONLY DISKS AND LOTS MORE. ALSO NOW  
AVAILABLE FI LICENSWARE

ALSO AVAILABLE FINAL FRONTIER ISSUE & ULTIMATE  
STARTER MAG JUST £5.30 inc P&P (LICENSWARE)  
ALL AMIGAS

ALSO HOLDINGS 3 & 4 JUST £3.60 inc P&P FOR  
(2 DISK SET) LICENSWARE (NOT 1.2 COMPATIBLE)  
ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO  
HORNESFT PD

DEPT ICD 23 STANWELL  
CLOSE WINDCRAVE, SHEPHELD, S19 7PZ  
TEL: (0742) 432000 9AM TO 6PM ASK FOR CHRIS

**FREE DISK**  
**catalogue**

over 6,000 PD Titles, hardware &  
commercial software listed.

Send S.A.E. to:

**PATHFINDER PD (CU)**  
41 Marion Street, Lingley, West Yorkshire  
BD16 4NQ

Tel 0274 565205 - 9.30am - 5pm

**SPECIAL OFFER - 20 Buck DISK DISK DISKS**  
ONLY £10  
(20 Labels 50p)  
A1200 Games  
pack/Continues Materials, Trainers 2  
Kilobit Text, A1616 Disks 4mb £5.95  
We also supply CD32 games Free list on request

**ARNOLD COMPUTER SUPPLIES**

AUTHORISED ACORN DEALER

AMIGA A1200 £195.00  
AMIGA A1200 £295.00

(FREE LOCAL DELIVERY 10 MILE RADIUS)

ALL YOUR COMPUTER NEEDS CATERED FOR.  
PLEASE PHONE OR FAX FOR LATEST PRICES  
NOW IN STOCK BALT IET INKJET REFILLS  
MANGA VIDEOS NOW IN STOCK.  
PLEASE RING FOR INFORMATION PACK  
PRICES FROM £10.99

**MONEY VOICE 0602 264 973.**  
11 CANTON AVE, ARNOLD NOTTINGHAM NG5 8Q

**TIGERSOFT**  
**A1200 ONLY PD**

**PREMIER PICs**  
18 HOLE GOLF (20)  
AGIA MEGABALL  
CRC ATTACK  
POLYMOPIH  
TETIS PRO  
AGIA JUCKES & MEO  
AGIA KLONDIKE (20)  
9 FINGERS (20)  
AGIA FRENCH DEMO  
VIRTUAL ELUSION  
PATHOGENIC  
PLANE  
SHAKE RIDER (20)  
JESUS ON CHESS  
A TRIP TO THE BASE (20)

**FISH FISH CATALOGUE**  
AGIA ACOONS  
VIEWTEX V2.0  
VTS RMC V1.23  
TEXTPLUS  
COMMODITIES COLLECTION  
AMIGA GUIDE  
AGIA UTILITIES (20)  
VIRUS CHECKER V6.34  
VIDEO UTILITIES (20)  
D COPY V1.1  
DEBALLY-2  
HD REIP 1.200  
INSTALLER V1.34  
3-4 DATA DATAS  
A TRIP TO THE BASE (20)  
EASY CALC PLUS

ONLY £1 each - plus postage 75p per order -  
FREE CATALOGUE DISK send S.A.E.  
94 MURE AVENUE KILMARNOCK KA3 1TT

**AMIGA OWNERS !!**

- Need help with your Amiga?
- Want to meet other Amiga Users?
- Desperate for Advice?

If you are new to the Amiga then contact our user group for all the possible help and advice you will need.

We also offer discounts at the First Computer Centre in Leeds and an action packed monthly disk magazine which includes FULL member input!

Send an S.A.E. for further information to:  
**NORTHERN AMIGA USERS GROUP**  
Dept CU3 P.O. Box 151, Darlington,  
County Durham, DL3 8YT



# SOUND LAB

**Just what does Tony Morgan do all day in his lab, deep in the basement of the CU AMIGA offices? Find out as he spills the beans on some dirty, underhand tricks you can perform with OctaMED 4.**

**K** nob twiddling has always been fun, but with OctaMED 4, it's even better than ever! Once you've written a tune and hit the play button, you might think that's the end of the end of the story, but there are plenty of tricks you can use to spontaneously remix your tracks as they play.

## REMIXING

You've probably noticed that when you're playing back a four-channel song in OctaMED, you can still work all the different parts of the program. It still functions normally even if you've got samples and MIDI music playing simultaneously. Some functions will slow down, but you can counter this by switching off the 'equalizer' effects. These are the bars and oscilloscopes that jump around in time to the music.

To get back some processor time and speed up the rest of the program, turn them off with the E1, E2 and E3 buttons found on the main PLAY control panel. It's a good idea to turn these off anyway if you're using MIDI instruments.



The three red buttons toggle the 'equalizers' on and off. Switching them off speeds up response time during playback.

This means that you can alter your song as it plays, in a number of ways that would be impossible, or at best very tricky to achieve. All of these tips are for OctaMED 4, although most will work on previous versions. Some of them don't work that well with OctaMED 5, as the functions are selected from menus, rather than the more immediate buttons of the previous versions. Before you mess up your masterpiece with these tricks, make sure you save the song first. Right then, on with the remixing!

## REVERSING SAMPLES

Have you ever tried reversing sections of a breakbeat, or any other loop for that matter? It's great, you should try it. With the song playing, go into the sample editor, and highlight a bit of the sample. Click on the REV button to flip the section

backwards, let the sample play, then click REV again (without moving the highlight) to revert the section back to normal. Move to a different part of the sample and repeat the process. If you've got a solid bass drum beat running on another track, you can get away with reversing just about any part of the loop, without it sounding like it's jumping or running out of time. The effect is something like a vinyl spinback. Of course you can use this trick on any sample – it works well with vocals in particular. It splices up squiddy basslines too, if you quickly flip the whole sample back and forth.

## HOLD AND DECAY

Have you ever noticed the Hold and Decay boxes on the instrument panel? They're very handy things once you know how to use them. Each instrument has its own hold and decay values, which are initially both set to zero. The hold setting defines how long the instrument will play for. The decay is the length of the fade-out, after the specified hold time has elapsed. The higher the number in the hold box, the longer the instrument will keep playing. High numbers in the decay box give short decay fades, while a setting of 1 will give the maximum decay length.

By entering progressively smaller or larger



Keep entering progressively larger or smaller values in the HOLD (hold) box for some strange effects.

numbers in the hold box, at the same time as that instrument is playing, you'll get an interesting effect as the sample seems to get louder and longer, with weird filter-sweep style side effects. This works best on instrument or bass samples, rather than loops or vocals.

## FREHAND EDITING

The sample editor lets you change the sound by drawing in the sample box with the mouse. Click on the FREEHAND button on the sample editor

Freehand editing lets you perform some really weird evolving contortions on your samples as they play.

panel. You can now change any part of the sample by holding the left mouse button and dragging the pointer around the edit window. You can only edit a small part of the sound at once, but you can move to different parts of the sample with the arrow keys. This works best with very short looped instrument samples. Try it with a simple sine wave bass for example, and you can instantly alter the wave, and hear the results simultaneously.

## DROPPING OUT TRACKS

The numeric keypad toggles the tracks on and off. The top row toggles the first four tracks, the next row down toggles the next four tracks, and so on. You can switch all 16 tracks on and off like this, so you can use them to cut MIDI tracks in and out. All the data on the track is left intact when you turn it off, but the sound is muted. It's a good idea to drop out various sections of your tune at different points to keep it sounding fresh – using the keypad, you can mute a track when it seems appropriate, and when you drop it back in, it'll be all the more effective for its short absence.

## VOLUME SLIDERS

An alternative method is to use the volume controls. Each sample has its own volume slider, and each track has a relative volume. Any volume commands you have embedded in the track will override changes in the instrument's default volume setting. However, if you alter the relative volume of a track, this setting will affect any embedded volume commands. For example, if you had a sample playing in track one, with a command setting the volume to 40 (eg. C-3 0C40), and the relative volume of that track was set to 32 (half of full volume), the actual volume of that sample would be 20.

You can use the instrument volume slider to fade in high hat patterns and similar lines where the same sample is cued in quick succession. Changes made with the volume slider will only come into effect when the sample is played again, so if you had a long sample play, moving the volume control up and down would have no effect.

## PLAY AND LOAD

Finally, it's also possible to load in a new sample while a song is playing. If you use the normal method of selecting a file, then clicking Load Sample, the song will stop playing. Use the file requester to enter the directory of the sample you want to load, and move to a blank sample slot. Click the INST button to get the instrument panel up. Type in the exact filename in the name box, and the sample will be loaded in when you press Return, while the song continues to play. **21**

## NEXT MONTH

That's it for now, I'm heading back off into the lab for a bit of 'research'. That's what I call it anyway. So long as I don't blow up the sound system, I'll be back next month with more devious tips and tricks to keep those norths bangers on the wall through the small hours. Always remember to keep your loaders down when you turn on the computer! Until next month, keep 'em pooled.



Reversing sections of a breakbeat while it plays can add an extra bit of spice to your tracks.



**AMITEK**

Designed to bring you high quality and performance at affordable prices, AmiTek peripherals offer outstanding value-for-money. They are built to ensure easy fitting and trouble free operation - making them a pleasure to use. AmiTek products are also thoroughly tested and very reliable, so reliable that we are pleased to offer a full two year warranty on the AmiTek products detailed here.

CODE	DESCRIPTION	INC VAT
RAM 0505	A500 - 512K (No Clock)	£20
RAM 0510	A500 - 512K (With Clock)	£25
RAM 0520	A500PLUS - 1Mb RAM	£30
RAM 0605	A800 - 1Mb (No Clock)	£30
RAM 0610	A800 - 1Mb (With Clock)	£40

CODE	DESCRIPTION	INC VAT
RAM 6020	A800/1200 - 2Mb Card	£119
RAM 6040	A800/1200 - 4Mb Card	£179

**NEW!**



The Am286 External Modulator for Amiga computers makes an ideal Amiga owner's peripheral. Like all Am286 peripherals, it comes with an easy to follow manual.

- User friendly manual included
- High quality design
- FREE RF cable supplied

**MODULATOR**

**£34**

INC. VAT. MODEL AM286

Yes, 256, 512, 1024 & 16384 RAM modules available with or without Floating Point Unit

**2 YEAR WARRANTY**

**HAWK 1280**  
RAM BOARD ACCELERATOR  
4.5MB  
GRIFFIN

**BUILT-IN BATTERY BACKED CLOCK**

Maximise the processing power of your standard A1200. Be ready for the new generation of software which makes more demands on Amiga memory and technology. The AmiTek Hawk RAM expansion includes up to the fast 32-bit RAM, the ability to support a sophisticated 68882 FPU (Floating Point Unit - drastically increases the speed of maths intensive operations) and a battery backed up clock. Built to a high standard, this board can be easily installed and comes with a 2 year warranty. The Hawk RAM board is available in 9 pre-configured versions enabling you to select the model which best suits your requirements.

FIG 1 (Speed)  
Comparison  
w/LOPS (PLD)  
Point operations  
per second)  
Figures from  
A888 version 8.1

- Plugs straight into AT200 trapdoor - No soldering required
- Upgradable FAST RAM board to 1, 2, 4 or 8M
- Uses industry standard socketed SIMMs for easy upgrades
- Two types of optional Floating Point Unit - 30Kw or 40Kw PLCC 68882 co-processor
- Comprehensive manual with illustrations
- Works with all AT200 and AT200HD computers

	20	33	40
1 MB RAM	£99	£159	-
2 MB RAM	£139	£199	-
4 MB RAM	£199	£259	£299
8 MB RAM	£399	-	£499

PRICES FROM ONLY  
1Mb RAM, NO FPU  
**£99**  
INC VAT - RAM 1210

**UNIT** FOR AMIGA 500/500PLUS & AMIGA 600/1200

These internal AmTape replacement drives are ideal for users who wish to replace their existing internal drive.

The packs feature a high quality internal 1w, 3" drive mechanism for Amiga 500/500+ or Amiga 600/1200. All you need to fit your drive is included, plus easy to follow fitting instructions and 24 months warranty.



**A500/A500+  
INTERNAL DRIVE**

**£44**

INC. VAT. DEL. FREE



**A600/A1200  
INTERNAL DRIVE**

**£44**

INC. VAT. DEL. FREE

**2 YEAR WARRANTY**

**SONY**  
MECHANISM

**SONY 3 1/2" 1mb Deluxe Floppy Drive**

**AMIGA 2**

**2 YEAR WARRANTY**

**TOP RATED 90%**

Sony's new disk drive combines an elegant design, high build quality and smooth performance in a user-friendly package. It's the combination that makes the Sony 3 1/2" 1mb Deluxe Floppy Drive the best choice for your Amiga.

The AmiTek drive has been specially designed to meet the needs of Amiga users and has many deluxe features which are included in other drives - check the competition!

The anti-click feature stops your drive from making lengthy whines and clicks that occur when the drive is empty and searching for a disk.

The switchable Anti-Virus mode stops track 0 viruses infecting disk while in the drive. Yet, unlike many other drives which have virus killers, this Anti-Virus mode can be disabled, allowing some fussy copyrighted software to run.

As a double sided mechanism the Amitek drive gives 880K of disk space after formatting. It is also daisy-chainable, which means that you may add further drives to your system and, use very little power from your Amitek

AmiTek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners have been crying out for. After vigorous testing Sony's mechanism proved to be the best by far available.

	ANTI-COR ✓	ANTI-VIRUS ✓	ROBUST STEEL CASE ✓	QUALITY SONY MECHANISM ✓	TOP RATED CU-AMIGA MAY '84 80% ✓	2 YEAR WARRANTY ✓
AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	—	—	—	—	—	—
POWER E	✓	✓	—	✓	—	—
ZAPPO	—	—	✓	—	—	—

- HIGH QUALITY 3 1/2" SONY MECHANISM
  - STRONG METAL CASING
  - BUILT-IN ANTI-CLICK FEATURE
  - SWITCHABLE ANTI-VIRUS MODE
  - ENABLE/DISABLE SWITCH
  - 75MS ACCESS TIME
  - DAISY CHAINABLE VIA THRU PORT
  - LOW POWER USAGE
  - NO NEED FOR EXTERNAL PSU
  - 2 YEAR WARRANTY
- EXTERNAL DRIVE**
- £59**
- INC VAT - DRI 1159



- **PART OF A \$250 A YEAR COMPANY:**  
From over 200,000+ We are solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:**  
Volume discounts are available. Tel: 011-361-3868.
- **SHOWROOMS:**  
We have demonstration facilities at all our stores.
- **THE FULL STOCK RANGE:**  
All of our product requirements are available from special supplier.
- **FREE CATALOGUES:**  
We will send you a special reduced price offer as well as details on all software and peripherals.
- **PAYMENT:**  
We accept most major credit cards, cash, cheque or bank transfer. (A 2% fee applies on credit cards).

[illegible]

NAME (PLEASE PRINT IN CAPITAL LETTERS) \_\_\_\_\_  
Mr/Mrs/Miss/Ms: \_\_\_\_\_ Initials: \_\_\_\_\_  
Surname: \_\_\_\_\_  
Company or institution: \_\_\_\_\_  
Address: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Postcode: \_\_\_\_\_  
Tel (Home): \_\_\_\_\_  
Tel (Work): \_\_\_\_\_  
Which computer(s), if any, do you own?  
\_\_\_\_\_

# BACKCHAT

Summer's here, so bronzed Tony Dillon basks under the hot sun and peruses this month's selection of letters through his Boots shades.

## HELPING HAND

First of all let me say what a wonderful magazine CU AMIGA is – keep up the excellent work. (More hints and tips though). Now to the real reason why I'm writing this letter. In January of this year, I purchased an A1200 after four wonderful years with an A500. To my disappointment several of my games and utilities didn't work. Then I got a copy of Relokick from a friend who had an A500 and to my relief all went well, almost all of my software worked. All, except for *Cruise for a Corpse*. Whenever I tried to load this game, loads of lines appeared on the screen and it crashed. Then after a brainwave, I made a copy of disk 1 and edited the startup-sequence using a wordprocessor. I removed a command telling the Amiga to load a program called ADD21K, then I re-saved the file and booted up and hey presto – it worked. I have now edited several other programs' startup's for games that aren't supposed to be 1200 compatible. *Birds Of Prey* and *Microprose Golf* (used with a single drive and original graphics) being just two of them.

Now that's over with, let me also say that although I don't subscribe, I buy every issue published and have done so since April 1990. I hope that this letter helps some of the other frustrated A1200 owners out there who are having problems with some software.  
S.A. Nixon, Felling, Gateshead.

Well spotted, Mr Nixon (No relation, I hope?). One of the biggest concerns when the A1200 was released was software compatibility, but as you've just proved, that shouldn't really concern anyone now. However, I wouldn't advise anyone who's not familiar with the Amiga and programming to do what you did.

## CD-ROM WORRIES

I have recently found out that the CD-ROM drive for the 1200 will be coming out – ooh joy, ooh rapture, I thought. But then I found out that it would take up my one and only trapdoor slot. Commodore have tried to compensate for this by leaving slots for Simms. Fair Dues, I thought. Well, actually I was wrong – there appears to be no slot

for an FPU or an accelerator. This is stupid. Well, I thought that I could put up with it as I can't really afford an accelerator but then I read a review of the M-Tec T1230/28 accelerator which is only £159 – and that's just not within my price range. This would speed up everything, especially anything to do with 3D which I like a lot. I thought of some ways it could be solved, maybe someone could build a splitter so you can have two on one trapdoor, even if it did look untidy, or a new version of the CD-ROM if more than one of the slots at the back or something. This is a problem that the people at Commodore have to look at very, very seriously.

PS. Has anything significant been brought out for the PCMCIA port? Also, PCs have games where the ground rotates, is this done by a special chip like Mode7 on the SNES. Why can't the Amiga do this?  
Ian Minton, Woking, Surrey.

True, the fact that the CD1200 will connect through the trapdoor is a problem to many A1200 owners, but rest assured that some bright spark will come up with a hardware solution to this problem in no time at all. For the PCMCIA, it all depends what you want. There are hard drives, RAM cards and all manner of other gadgets available. Finally, if you want the ground to go round, then twenty pints usually does the trick for me. As long as you are over 18 years of age, of course.

## MARKETING PROBLEMS?

Who is behind Commodore's marketing?

I recently attended a college training course using AutoCAD and was amazed that only one person in the entire group had considered the Amiga anything more than a console toy with a keyboard.

Everyone I spoke to praised the Apple Mac for its DTP ability and all agreed that it was because of the speed of the Mac with its fast CPU which made it such a strong competitor to PCs while at the same time slagging off the Amiga for its slow speed and small memory.

It was hell trying to tell them that both machines used the same CPUs and that only old Amigas

were running at 7MHz with 512K memory while the new A4000s were every bit as fast as a Mac and had great upgrade options making it more than just a toy. I did raise a few eyebrows but they still wouldn't accept my argument because they hadn't heard my arguments elsewhere.

How does Commodore expect the Amiga to be taken seriously as a business machine if they don't let the world know what it's capable of? The group I'm in college with concentrates on presenting 3D graphics and as we all know, the Amiga really excels in this field, though without some proof they weren't prepared to accept the fact. Why doesn't Commodore get an advertising campaign together to show off the Amiga at work. Babylon 5 was done entirely on Amiga machines so why didn't Commodore use this as a sales point.

Couldn't Commodore persuade Babylon 5's producers and Channel 4 to let them sponsor the program, like Coke sponsors popular films, helping to drive home the fact that the effects were done using an Amiga?

Whatever the cost to Commodore they would soon recoup it once people see what's possible with the Amiga. Sea Quest is another example, all fine work with great effects but no credit given to Commodore so no-one is any the wiser. A campaign could be used to highlight these points, with quick comments from various business people who use the Amiga, people we can relate to, like Steven Spielberg. If people like this told the general public why they use an Amiga then it would become more popular. I know Commodore are in financial difficulties but if they don't act now, it will soon be too late to save themselves.

Commodore, get the AGA machine out, get a 68060 machine out or at least an AAA 040 machine with 060 support from the word go, support RISC technology, get PC compatibility to allow companies to swap systems gradually and tell people who might be interested in what you've got to sell.

Apple will be ramming their new Super Mac down the throat of the business world and unless an alternative machine which will give it some real competition is shown to the market, people will just buy the one that they can see whether it's superior or not.

This is the criticism of a loyal Amiga fan, one

## TEAM TALK

In his eagerness to open this month's batch of letters, Tony suffered a very nasty paper cut. The CU AMIGA team rallied 'round and rushed him down to the nearest hospital.

### ALAN DYKES



The team instinctively knew something was wrong. Tony Dillon let out a loud piercing scream as he opened the mail. "My finger – it's been lacerated," "Right knee," said Alan taking charge, "let's

get him to hospital immediately. Someone ring a taxi, make sure it's on the company account mind. Andy bring the first aid kit. Lisa rip the hem off your skirt and tie it round his finger to stop him losing any more blood."

### LISA COLLINS



"I'm not losing a centimetre off the frock!" shouted Lisa. It cost me a fortune, in the local 'Expensive Clothes Are Us' emporium. That long-haired near-deadhead shouldn't have been so careless. Look at him, let's starting to bleed all over the carpet. I'll never get any work out of him now," she snarled, whilst manhandling the folliculoculturally unchallenged one into the waiting taxi.

### TONY DILLON



"Don't worry about me," whispers Tony putting on his best Marlon Brando style hero's voice as the team race towards the hospital. "I could have been worse, I might have got my hair caught in the fan – now that would have been messy" continued Tony, his voice cracking with emotion. At this point he fell into a strange delirium muttering something about rock 'n' roll, and only the best die young.

## THE FAR SIDE

By GARY LARSON



who has to use a PC at work and who has no credibility because of my obsession to prove that the Amiga is one hell of a machine, even if Commodore are afraid to say so.

Darren Priestnall, Leek, Staffs.

What do you mean, Commodore aren't promoting the business side of the machine? What about the Amiga Centres of Excellence, which are springing up everywhere to do just that?

The world is waking up to the fact that the Amiga can do more than just toys, just like our good friend Mr. Spielberg. If Commodore do indeed get out of their current financial dilemma I'm sure you'll hear a lot more from them.

## GOODBYE COMMODORE?

I work in a Bank and I am interested in stock markets. I have shares in Commodore International and I am right behind the Amiga.

However, May 2 1994 was a sad day. At about 10.00 am, I searched our computer system for news and the first I reached was about the liquidation of Commodore International.

This was not good news, but it was already expected by different newspapers. A call at my base office told me that Commodore Int. is going to sell all their stuff to pay off their debts. But the most concerning news was that they cannot sell any more Amigas (A1200s, A4000s, CD32s) because of the money problems. I really care about the Amiga, and my money too, but that is beside the point. The real question is: what is going to happen with the Amiga? A call to Commodore Germany today showed a little sign of hope. They told me that

Commodore Germany, Commodore UK and Commodore Scandinavia is still there and won't be closed. They also told me that the long-awaited CD1200 for the Amiga 1200 will come out at the end of May. And even the A4000 Tower is coming. But who is going to produce the Amigas, who will develop new Amigas? What is happening with Commodore?

Maybe you could answer all these questions. I really love my Amiga and there is no other computer or console system which has the same abilities and power as the Amiga.

Michael Rupprecht, 91567 Herrieden, Germany.

As we explained last month, and you have already found out at work, Commodore are not faring well. However around five potential buyers have been mooted for the remaining, profitable sections of the business, namely UK Scandinavia, and your home country, Germany. I don't know where you stand regarding your shares in the international division (you might have to phone the Bahaman Supreme court to find out), but, provided a financial backer is found the Amiga itself is safe.

## LITTLE MISUNDERSTANDING

Your article on the first FMV films was very interesting. I look forward to seeing one of those video disks for myself as the quality and sound of the picture count for a lot. However, I would like to point out that under the picture of Chancellor Gorkon alias David Warner from *Star Trek VI*, the caption "erik got fra gevam erik stad" (Should I buy an FMV module?) is wrong. There is an official Klingon language and you can obtain *The Klingon Dictionary* by Marc Okrand from all good book shops. Klingons should never be meek, or hesitant, and get straight to the point otherwise this may be interpreted as a weakness, a less-than-admirable trait amongst Klingons.

'Module' in Klingon is 'bocho', 'ju' is 'je', 'i' is 'ji'. There is no such word as should because this is indecisive.

chep 'ej ni yni' vs Lesley, Sevenoaks, Kent.

Hija' blugh. Plich vighajbe' lu'. Alan, chay', bileSnIS! (ytamchoH Tony, vlla' pu' be'. Lisa's Gagh - Alan). Or for the benefit of our English speaking readers, thingan Hol vjalthaHbe', which means "I cannot speak Klingon".

## BUDDING PROGRAMMER

I've had my Amiga for two years and I'm thinking about making shareware and PD games but I don't know how to start. Please send me all the information that I need to get started ie conditions, copyrights, where to send completed games, how much should I charge, where and how to sell them.

Neil Gibb, Thame, Oxon.

Well, Neil, just for you and all the other budding programmers out there we have programming tutorials in our workshop section. Also, the Public Domain section and adverts throughout the magazine have names and addresses of various PD companies which you can contact for further help and advice.

## MUSIC MADNESS

Have you got a synth? Possibly one of those nice new ones that has a cut out section in the top for your Amiga to sit in. I haven't. I still have my trusty, or is it rusty old Yamaha CX3M. I hung onto it because it was good. Five octaves, 8 note play and programmable as well. I have, for long time, thought that it would be nice if I could play it through my amp along with my Amiga. Well, you can, if you can afford £60 or £70 for a mixer, and aren't they big. They look almost as big as the Amiga.

But, the answer is nearly at hand. Around last November, I saw an ad for Omega Projects promoting a kit. I phoned, and they said that they had dropped it to concentrate on other things over Christmas. I was asked to phone back after the festive season, in February. I then saw their ad in your March issue. When I phoned I was told that they were just in the process of designing a prototype. Now, isn't this a refreshing state of affairs. My requirements were not quite their spec, but they said that I would be the first to know.

Imagine my surprise when I received a complete set of instructions for a mixer with supplied modifications to cover my slightly different needs. Next day, I ran off down to Maplins and got the bits: no more than 20 components including the box to put it all in. This being slightly smaller than a box of ten 3.5inch disks. Very easy to put together: I found a dozen or so soldered joints. Unfortunately I found that I was a component missing. However, I phoned Maplins on Monday afternoon at 2.30 and had the part by Tuesday evening. Excellent. I believe Omega Projects are going to release this soon, either as a kit or complete, or possibly both. Whatever they do it certainly is a useful addition to my accessories. I would also say that this would be an ideal first project for anyone who is not used to soldering. Easy.

R. Tiffin, Essex.

Well, what do you know. A letter praising a company! What do other readers think? Would you want to do your own soldering projects? Would you like CU AMIGA to cover them? Write and let us know.

Because of space limitations we may have to alter some of your letters. Don't worry though, your important points will always be mentioned. Unfortunately we cannot reply by post to Backchat correspondence so please don't send stamps!

## ANDY LEANING



As the team pile out of the taxi carrying the now-delirious Tony into the emergency ward, Andy talks in love. "Oh, sighs Andy as the young female nurse wraps a bandage

around Tony's finger. "I do like a woman in uniform, all that clean crisp white cotton makes me go all peculiar. I think I'll have a tie today. Hold on a second, there's a rather interesting-looking man set-up over there."

## TONY HORGAN



With Tony Dilan patched up, the search was on for Hammond Horgan. The team found him in the cardiac arrest ward, arms swinging in the air, waving his head from side to side

whilst banging a bedpan and two scalpels together in time to the blips of the heart-monitoring machines. "Wow, fantastic, check this out — it gets really interesting when one of them skips a beat!" Tony can be strange.

## JOHN KENNEDY



John, at this point, was beginning to crack. It was 12.50 pm — ten minutes away from his first drink of the day. "Get a grip Horgan, there's some serious quaffing to be done and your

blasted music is holding me in!" he snarled, storming out of the hospital. The team followed him into the waiting taxi, stunned into silence by this unusual outburst of temper from the normally placid John.

## STEVE KEEN



Back at the office, a worried Steve rushed to meet them (minus John). "Thank God you're back, how's Tony, will he pull through?" It was only then they realised that they had left

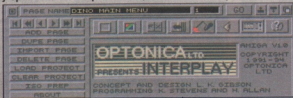
Tony behind in the hospital. "Right," said Alan, "back we go again." "Calms down, there's no need," shouted Steve as a figure in a full body cast and long matted hair staggered into the office. Poor Tony.

# INTERPLAY

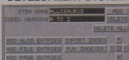
## THE ULTIMATE CDTV-CD32 AUTHORIZING SYSTEM FOR THE AMIGA

**JOIN THE AGE OF MULTIMEDIA** - From the authors of the best in Commodore CD multimedia productions comes Interplay, a system which puts sophisticated multimedia production in the hands of the creators and producers, not programmers. Interplay has been designed with ease of use in mind, reducing the time and cost of title production to the minimum. Quick prototyping and WYSIWYG point and click operation make Interplay the ideal tool for commercial producers of CDTV and CD32 titles, of any size. Interplay has been in use, at Optonica, for over three years, undergoing refinement over this period and now incorporating CD32 (AGA) support it is ready for release. The commercial possibilities for Interplay are demonstrated by the fact that it was used to produce PANDORA'S CD, INSIGHT: TECHNOLOGY and INSIGHT: DINOSAURS, titles acknowledged as being among the best available for CDTV and CD32. Interplay is totally optimised for CD production, save £1000's on production costs on a single project.

### PROFESSIONAL CD32 and CDTV TITLE DEVELOPMENT SYSTEM

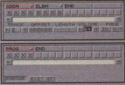
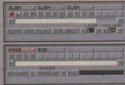
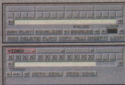
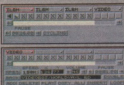


### PROFESSIONAL CD32 and CDTV TITLE DEVELOPMENT SYSTEM



#### FEATURES INCLUDE

'Point & Click', no programming knowledge required - Supports all Amiga graphics modes in PAL, NTSC, ECS & AGA, Amiga animations (ram loaded or disc spooled) - CCDA audio - 8SVX IFF sound samples (ram loaded or disc spooled) - SMUS and Soundtracker music files - ASCII text files - VAXL/CDXL (with backdrop, doublecan and positioning controls) and MPEG FMV motion video - External program launches - Auto PAL/NTSC & ECS/AGA file seek and display for international titles - Text cross reference system - Multi team project imports - Use built in box/button styles or design your own - Sophisticated user selected list authoring - Built in page to page transitions - On line help system - Dynamic colour page remapping - Spool images AND 8 bit audio from CD simultaneously - Works with CDTV and CD32 controllers - Fully multitasking - runs under OS1.3, 2.0 & 3.0 - Supplied with runtime player, no hidden costs.



### INSIGHT: TECHNOLOGY



**INSIGHT: TECHNOLOGY**, lavishly produced by Optonica and published by Commodore gives a fascinating look at modern day technology with pictures, animations, photos, video, narration, text, music and sound effects, over 250 topics in all, every one with a wealth of multimedia material, bringing each subject to life as never before Subject range from the ball point pen to the space shuttle.

### INSIGHT: DINOSAURS



**INSIGHT: DINOSAURS** is the second title in the INSIGHT series, a lavishly produced title rich in multimedia. You can be assured INSIGHT: Dinosaurs will be visually stunning and technically correct as the title is being produced in association with the Natural History Museum, London, one of the worlds foremost centres of excellence in the field of paleontology. Also includes quizzes, puzzles and dinosaur paintbox.

### PANDORA'S CD



**PANDORA'S CD** shows you just what can be achieved with multimedia and your Commodore CD system, an all original promotional disc containing something for everyone, Five Senses production, the Nuclear Industry, number counting game, Milton Keynes guidebook, jigsaw, clipart library, photo library, textures library, sound effects library and a sampler of INSIGHT: Technology. Sample the wonderful world of Optonica multimedia.

INTERPLAY AVAILABLE NOW AT £295.00  
PANDORA'S CD AVAILABLE NOW AT £49.95  
INSIGHT: TECHNOLOGY AVAILABLE NOW AT £39.95  
INSIGHT: DINOSAURS AVAILABLE NOW AT £39.95

### OPTONICA

SOFTWARE AND MULTIMEDIA DESIGN  
DEVELOPMENT AND PUBLISHING

**INTERPLAY SHIPPING NOW!  
WITH MPEG FMV & TOUCH  
SCREEN SUPPORT**

FOR MORE INFORMATION OR PLACE AN ORDER PLEASE CALL OR FAX  
JENNY BURGE ON TEL 0453-58552 FAX 0453-58555  
PAYMENT BY CHEQUE OR POSTAL ORDER, SORRY NO CREDIT CARDS  
INTERPLAY DEMONSTRATIONS AVAILABLE BY APPOINTMENT AT OPTONICA

1 THE TERRACE, HIGH STREET, LUTTERWORTH, LEICS, UK, LE17 4BA.

# COMING SOON... The Sound Of Music! (New mix)

“Easily the best ever  
music feature in an  
Amiga magazine.”

A voyage of discovery through  
the sound channels of your  
Amiga!

“A towering masterpiece.”

A CU AMIGA Production. Produced and directed by Tony Horgan. Starring *Bars and Pipes*, *Music X*, *OctaMED*, *Deluxe Music*, Amiga A500s, Amiga A600s, Amiga A1200s, half a dozen hard drives and a super *Buyers' Guide*. If you use your Amiga for music, either professionally or just for fun (or want to do so) – the August 1994 issue is a must.

PLUS: Upgrading your Amiga part 2, MicroProse's UFO, Bullfrog's Theme Park and more footy action with World Cup Soccer '94 and On The Ball.

All this and much more in CU AMIGA August 1994  
Coming to a shop near you – 18th July.

# Move along, GRANDDAD



**Tony Dillon lives in the past – that's why he looks like Nana Mouskouri (left). But was everything as good as it was cracked up to be, or has nostalgia rose-tinted his glasses.**

**A**fter a lengthy chat with fellow coffin-dodger, Steve Sergeant from *Grandslam*, and comparing *Impossible Mission 2025* (reviewed this issue on page 76) with the C64 original, I was struck by how much games have changed over the last ten years. Looking back at the days of the Spectrum and C64, when space was limited and machine restricted, games seemed better. I don't know what it was, but they just seemed more playable, more original, more satisfying to play. I assumed it could only be because of the effects of nostalgia, but after playing a few classic titles on a Spectrum Emulator, I realised that hindsight wasn't all to blame.

They may have been small, and they may have been simple, but there is a timeless quality to games like *Parasroid*, *Skoof Daze*, *Combat Lynx* and, of course, *Jet Set Willy* that very few games seem to have these days. Could it simply be because programmers spent a lot more time working on the gameplay as the machines just didn't have the sound and vision capabilities we have now, or was it simply because the industry was young then, and there was generally a lot more enthusiasm and a lot less money?

## SPEAK UP DEAR

After looking at the general standard of old games in line with new releases, the answer to this puzzle soon became clear. The size of the host machine always dictates the size of the game, and in the old days you could make games that had 5,000 levels, each with three or four dozen different screens.

The larger games, like *Impossible Mission*, were limited to around 30 or so different screens, which seems pitiful by today's standards. However, the actual amount of effort that went into producing each of those screens must be at least equal to the amount of effort that goes into today's huge games, only in days of old the effort went into the design and amount of action on each screen.

Okay, let's stick with *Impossible Mission* for the moment, as is an extremely strong example, what with *MicroProse* having just released the nineties version.

When you entered a room in the original, you could immediately see all the things you needed to do, such as which items



It might not look like a particularly wonderful, state-of-the-art game, but it was one of the best Spectrum games ever.

needed to be searched and all the robots that needed to be avoided. In the new version, when you start you can see a couple of items and a lift. This is a good example of how the game has really changed.

If you don't get it yet, here's the easiest way I can find to describe this one minor change that has affected games so radically. There is far less on-screen action per square inch than there used to be. With the original *Impossible Mission*, you would face five or six robots, with another half a dozen objects to search in the space of a single screen. In the new version, you have the same number of robots in an area five screens by five screens. As a result, the game action is thinned out and watered down – the result is something less than gripping.

## ISN'T IT COLD?

So what is to be done? Surely I'm not suggesting that programmers start to create smaller games! Well, in a way I am. I have no objection to having a game that is thousands of miles wide and just as far high, just as long as there is enough in the design to fill the extra space.

The only other thing that sets old games apart from the new generation were 'moments'. You know the kind of things I mean, those particular points in classic games that everyone remembers – like when Eric let rats loose in the girls' school in *Back To Skool*, or fighting the first big wave of soldiers at the end of the first level of *Commando*. Many games designed these days just don't have moments like that, although *Gremlin's Disposable Hero* is the example that breaks the rule. Everyone in the CU AMIGA office seems to have their own favourite scenes, and will quite happily point them out to people. Anyone.

So you see, playability goes much further than just speedy joystick reactions and smooth scrolling. Let's see a lot more action in the game design, and a lot more thought given to each screen. Who knows, before long, rambling old fogies like me and Steve from *Grandslam* might even shut up about the old days! **CU**



Back to Skool – one of the most wonderful games ever.



Rarely will you find a device so highly acclaimed as the Vidi series. A range of products designed to suit both your budget and requirement.

To Offer you complete peace of mind, each and every model is upgradeable to the next. So if you move towards a more professional application your digitiser can progress with you.

No longer are you faced with an out of date product that doesn't fulfil your needs. It's all very well me blowing my trumpet, but what do the journalists think of the Vidi Range?

After purchase we welcome your comments, it's our policy to listen.

In fact the Vidi range was designed by user feedback.



Stephen Barthgate  
Managing Director

# What the press said...

**Mat Broofield CU...** Value for Money, "no other digitiser comes close."

"At £199 I think that Vidi 12 RT is the cheapest real-time 24-bit digitiser in the world, it's the only one for Amiga that doesn't need a big box machine such as the A1500 or 3000."

**Alan Puzey AMIGA USER INT...** "What can I say? Between £200 and £300 for an excellent 24-bit real time frame grabber that you can slip in your pocket and take anywhere: it's guaranteed to break the ice at parties when you slip it out and extol its virtues."

**AUI...** "Sorry Rombo, but I'm not going to give it more than the 98% I gave the Vidi-Amiga 12; where would your incentive to produce yet a better machine go then?"

The Vidi-Amiga is one of the greatest graphics products to appear on your favourite computer...its obviously going to be one of the really top Amiga products of 1994."



## The Vidi Range

Vidi Amiga 12 is our entry level digitiser. Perfect for someone who's getting involved in video capture for the first time. This model captures mono pictures in real-time, colour in less than a second.

Software includes an Animation Workstation and powerful Image Processing grabs pictures in 4096 colours and 16 greyscales. Comprehensive file support includes BMP, TIFF, IFF, ANIM etc. Fully compatible with all Amiga's.



**£99.95**

Vidi Amiga 12RT, is the perfect Multimedia video tool for A1200 users. Offering real-time colour image capture in all Amiga modes including 24-bit.

Fully compatible with all Amiga's, 2 meg or above. Images can be grabbed in 16.7 million colours or 256 greyscales from any video source (TV, Video, Satellite etc.) Connect Vidi to your camcorder and you have one of the most powerful scanning devices available.



**£199**

Vidi Amiga 24RT is our most powerful real-time digitiser. Producing SHR (Super High Resolution) true colour images at beyond broadcast quality. Designed for the normal user, but offering truly professional results. For the person who wishes to push his Amiga to it's MAX!

It will capture your imagination, bringing photorealistic images to your screen. Suitable for any image related multimedia, picture scanning application. Although this model is compatible with all Amiga's it is best used on AGA machines or Amiga's fitted with true colour display cards. Most of this advert has been produced using Vidi Amiga 24RT so throw away your scanner!



**£299**

**Rombo, winners  
of the coveted  
SMART Awards 1 & 2  
for innovation**



**Further information and  
details on how to order  
Call: 0506 466601**

**Rombo, Kirkton Campus, Livingston, SCOTLAND, EH 54 7AZ.**

Full working program disk and manual available for £29 also includes FREE image disk.





# SIERRA SOCCER

## World Challenge Edition

### THE BEST OF SOCCER ON AMIGA!

Amigas, Soccer and Sierra have come together in a dynamic cocktail of excitement and entertainment to bring you a whole new ball game!

World teams, whose players each have six defined abilities, play incredibly realistic football matches on your screen. Dribbling, after-touch, heading, slide-tackling and the most amazing shots await all who dare pitch their skills in this World Challenge arena.

Do you have the skill to win the Cup? Play it. Be overawed. Then play it again, and again...

### Features:

- 1 to 8 players
- Adjustable game duration of 2 to 20 minutes
- Over 500 team members, each with own ability levels
- 26 of the World's top teams
- Option to create over 40 new teams
- In-game substitution and formation changes



A **Dynamix** Production

- VCR replay includes slow-motion and freeze-frame
- Digital sound effects and speech
- Over 4000 animated player images
- Penalty shoot-outs
- Ref, linesmen, physiotherapists and stretcher teams
- And much, much more...

COMPATIBLE WITH ALL AMIGAS INCLUDING A500, A600, A1200.



## The legendary King's Quest VI

### HERE AT LAST FOR THE AMIGA!

In this timeless tale, you help the shipwrecked Prince Alexander make his way across a series of mysterious islands in search of a princess in peril. You'll need all your wits and imagination to overcome the gauntlet of baffling puzzles and fantastic creatures that block you on your quest. Every choice you make can affect your future options and the attitudes of the many characters you'll encounter. Depending on your skill and the paths you follow, your adventure can end in many different ways....

### Features:

- More puzzles and a greater variety of challenges than any King's Quest episode.
- The biggest adventure game ever seen on the Amiga! Endless hours of gameplay guaranteed!
- Game fully adapted for the Amiga, offering exceptionally fluid animations.
- Beautiful graphics in 256 colours or 32 colours.
- Multiple paths: your choices determine the story's ending.



- 40% of the game is fully optional. An adventure so vast, you may never see it all!
- Very user-friendly point-and-click interface.
- Special music adapted for the Amiga.

### 2 versions available:

- 256 colours: compatible with A1200 and A4000.
- 32 colours: compatible with all Amigas including A500, A600, A1200.



A **SIERRA** Production



Sierra On-Line • 4 Brewery Court • Theale • Reading • Berks • RG7 5AJ • CUSTOMER SUPPORT Tel.: (0) 734 303171

® and/or TM design trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.